

C64 SEGA SPECTRUM AMSTRAD 5T AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO

JUNE NO 103
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COMPUTER +video GAMES

EXCLUSIVE!
INTERNATIONAL
3D TENNIS!
C64 SPORTS
GAME OF THE
YEAR?



EXCLUSIVE!
LHX!
INCREDIBLE
3D AIR
COMBAT!!!



EXCLUSIVE!
AFTERBURNER!
UTTERLY
AMAZING
MEGADRIVE
CONVERSION!



EXCLUSIVE!
CHASE HQ AND
OPERATION WOLF
ON SEGA!

REVIEWED!
SONIC BOOM • FLIMBO'S QUEST
LOOM • IMPOSSMOLE • SKIDZ

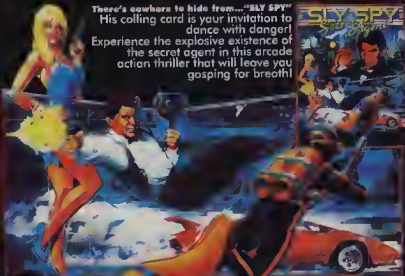
INSIDE!!
MEGA MAPS
AND TIPS!



INTO THE

M C M

There's nowhere to hide from...**"SLY SPY"**
His calling card is your invitation to
dance with danger!
Experience the explosive existence of
the secret agent in this arcade
action thriller that will leave you
gossiping for breath!



DATA
EAST



THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

Take the wheel of your turbo-charged
Porsche as you and your partner go in
pursuit of dangerous criminals all driving
an evil array of souped-up roadsters.
Need to catch up in a hurry? Well, just
one press of your **Turbo Button** will
leave your eyes in the back of your head!



From the Island of Dah to
Monster Island you will
encounter Dah himself, slinging
insects, hideous toy treasures,
lathed combat machines,
mechanical assailants, the
formidable beings of legend
and folklore and finally you will
enter the world of darkness and
its inhabitants!

Featuring all 7 Islands
and faithfully
reproducing the
fun and excitement
of this monster
arcade hit



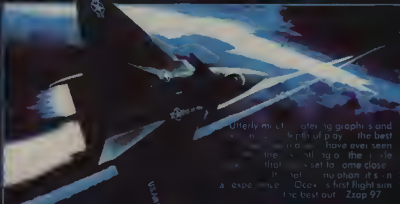
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*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE,
ATARI ST, C64, AMIGA.

*£29 RETAIL (ATARI ONLY) AVAILABLE ON ATARI ST & AMIGA.

FUTURE...



Utterly magnificent graphics and
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I have ever seen
in a flight game. The
game is set to come close
to the real thing in
a spectacular first flight
the best out. Zzap 97



SHADOW WARRIORS, the latest, greatest and most
ambitious martial arts spin-off game now rages into
your computer featuring interactive scenic backdrops!
The secrets of the Ninjitsu assassination techniques have
been handed down since the Medieval wars... now they
live on in the jungle of the American metropolis.

At the end of the Ninjitsu secrets at your
fingertips - the Phoenix Backflip, Triple Flow
Combination, Flying Neck Throw, Hong Kick and more,
give you a formidable arsenal of stunning moves.

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the hero of the nineties.



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Ocean



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PLAYMASTERS

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Jezza gets his tips out and gives us a brilliant impossible map and more hints and cheats than you've got spots on your bottom.

ARCADE ACTION

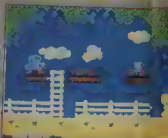
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Two brilliant new coin-ops are revealed this month - Crude Busters, a mega beat 'em up and Mercs, the hottest new arcade blaster!

PREVIEWS

108

A veritable scrappy-bag of exclusive previews, including Rotor, Wonderland, Future Basketball, Combo Racer, Flight of the Intruder, Intruder, TV Sports Baseball, Buster, Killing Cloud, Star Blade, Projectyle, My Spy and Kick Off II. Keep up with the news and read all about them.



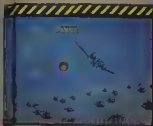
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ENGATE, PETERBOROUGH

ONE HECK OF A BIG PRINTER



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+STRIBUTE BY
+VG 1990 NN



MEGA COMPS THE HOTLINES!

Lumme! Loads of lovely prizes up for grabs on our ever so-hot lines, including super consoles and huge amounts of software!!

**WIN TWO TICKETS TO THE
WORLD CUP**

Jeepers, crimminy and slap me vitals! Win a trip for two to Italy to see the World Cup finals courtesy of US Gold! What an amazing comp, ah?

WIN A PICTURE

A fabulous original painting is on offer in this comp. Not a crap still-life, mind, but a huge 'n' mean mega war robot. Take a look - and see if you can win it.



THE CORPS!

More futuristic fun and frolics as the CORPs make a monkey out of a robo-gorilla and then get stuffed by a rather nasty Beastie...

MEAN MACHINES

Console owners have never had a more excellent new Mega games. Operation Wolf and Che... are reviewed along with the amazing Megadrive... of Afterburner... Batman on Nintendo and Tiger Hood on PC Engi...



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WALLING
Wanda has the big
long Pink Cadillac.
But there's only one
thing stopping her—
she can't drive. Still,
she's starting this
summer so watch



Q — **CONTROL:** —
 "I've got a 1987 Buick Wildcat. I've
 taken all (possible) care of
 it. My husband, he's
 still no better driv-
 ing his test.
 I came about driv-
 ing a marini d'green
 convertible VW
 beetle. Mine!"



STAFF WRITER
PAUL "MICKY"
RAND
Paul is taking driving lessons like a mad man and is fully intends to realize his ultimate driving dream: a light blue 1.6 Mosh II Escort with a big stereo.

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG Hit! An outstanding game that should be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies we should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that might not even appeal to the most ardent fans.

14-

Ugh! Bittery sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

EX-ZZAP! Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



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Amazing beat 'em up arcade conversion from Ocean. 16

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Utterly incredible C64 tennis simulation programmed by Seneble Software. 44

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Take to the skies in four different helicopter gunships in this stunning combat simulation. 78

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Grab a light gun and get blasting in this well-wicked Sega coin-op conversion. 96

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The caped crusader arrives on the Nintendo, and he's brilliant. 100

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BATMAN 100

YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER... GARGANTUAN, YOUR FAILURE... GENOCIDE !!

ONCE YOU HAVE FACED THE ALIEN
HORDES OF ALPHA CENTAURI IN ...

X-OUT YOU MAY
JUST BE READY
TO CONFRONT THE
FEARS & NIGHTMARES OF
ALL MANKIND...



Legend tells of the evil three headed Morgul and his power over the fears and nightmares of darkness itself ...
It also tells of his death. But nightmares have returned to cloud man's existence and once again fear
reigns. Morgul is back! It is only you who can repel this darkness. It is only you who has the courage and the
firepower to combat this evil

- 13 levels with over 1300 screens. ● 10 hi-tech weapons systems – blasters, powerlines, controlled flashes etc. ● Multi-directional scrolling (CBM 64 – 8 directions) at 50 frames a second.
- Countless bonus features and extra levels – secret rooms, black tunnels, pipeline systems etc. ● Brilliant special effects – thunder, storms, waterfalls etc.
- 50 different aliens some to full screen depth.
- Continuous mode and hi-score list. ● Up to 3 way parallax scrolling. ● Up to 20 different tunes*.
- Up to 30 different sound effects*.

(*Amiga version)



64As absolutely awesome experience. You won't be able to put it down. A masterpiece of graphic genius. Absolutely brilliant. 99 ZZAP

64Paradox is a 3D's arcade game – not to be missed. The best game arcade blast released for the Amiga so far this year. 99 The Game Machine

64The best CBM game of this year. 99 C & VG



Rainbow Arts

AMIGA – £24.99

CBM 64 & AMSTRAD – £14.99 disk, £9.99 tape
SPECTRUM – £12.99 disk, £9.99 tape

THE DEFINITIVE SCIENCE FICTION SHOOT 'EM UP

Steffy Close, Brackmill Business Park, Northampton NN4 0PL.



ARNIE 'N' BILLY

Arnold Schwarzenegger is back - Ocean are obviously very pleased that he is, because they've just signed up his new movie and are, as we write, programming the computer game!

The film, called Total Recall, is about a mission to Mars which goes disastrously wrong, leaving Arnie to go up and sort things out, paving the way for violence-a-plenty (surprise surprise!) as the ex-Mr Universe takes on alien fiends and dangerous robots. Sounds as though it could convert into a shoot and beat 'em up of dynamic proportions!

Ocean have also teamed up with ex-adventure writers Level 9 to produce a game based on the rootin' tootin', sharp-shootin' Billy The Kid, in which you control either Billy, his best mate Pat Garrett, or a desperado with a heart of gold. It'll have everything which makes a good western - shootouts, bank robberies, busty barmaids and bar-room brawls when it arrives on the Amiga, ST and PC.

TEENAGE MUTANT HERO GAME

It had to happen, didn't it? After all, they've got their own comic books, toys, tee-shirts and even a cartoon series. Who are we talking about? Of course, it's those heroes in a half-shell, the Teenage Mutant Hero Turtles, who are about to get their very own computer game, courtesy of Konami. It's NOT going to be a conversion of the highly popular coin-op, though - the programmers are instead converting the Nintendo version of TMHT (which is reviewed in the fantastic Complete Guide To Consoles Book II) to the Amiga, C64 and PC. We'll have a lot more Hero Turtle news next month, so watch this space.



ELITE SEGA CONVERTS

Well, looky here! Elite, who until recently had pretty much shunned the licensing game, are back with a vengeance with the signing of three Sega titles - Last Battle, Tournament Golf and World Championship Soccer. Last Battle isn't what one could call a particularly good Megadrive game - it's a lepid scrolling beat 'em up in which you guide the lutunish hero through reams of baddies, smacking them about along the way. The other two, however, are graphically excellent and very playable sports simulations. Release dates are set for October.



ENGLAND, OUR ENGLAND!

With most of the big loot licenses already snapped up, Grandslem (who already possess the rights to the Liverpool team) have got their mitts on one of the biggest of the lot - our own English squad!

Which means that, not only will you get to take on the roles of national heroes like "Battling" Bryan Robson, Paul "Gazza" Gascoigne and John "John" Barnes, you'll also be able to dip into the players' pool should one of your first-team members be crocked, and stand in the training shoes of everyone's favourite manager, Bobby Robson. All the international teams will be graded according to recent form, so

you may have a bit of a tough time against the likes of West Germany but, if the recent friendly is anything to go by, you could give the Czechs a night old slugging! No release dates or prices are available as yet, but no doubt England - The Computer Game will be dribbling its way down to your nearest software store before the kick-off in June.



DYING FOR A GOOD GAME

See the HIT! review of Die Hard on the PC a few issues ago? Did it get all you C64 owners foaming at the mouth because no-one brings out software such as that for you any longer? Well, wipe

away the froth and get twenty quid together for the disk-only version of the game, which is to be released by Activision in the next couple of weeks. The game follows the plot of the film in which police officer John McClane, played by Bruce Willis, has to rescue his wife from a gang of terrorists who are attempting to rick billions of dollars worth of bearer bonds, locked in the vault of a skyscraper. The PC version features super-fast, filled vector graphics and loads of gun-toting action - will the C64 game do the same? All will be revealed, when we Update C64 Die Hard as soon as we receive it!



NEWS

SEGA MICRO- DRIVE - THE PIC!

We've got it! The first definitive photograph of Sega's fantastic new Micro-drive hand-held machine! As far as we

can tell, Microdrive was only a working title and, judging by what's written on the casing, it seems likely that the portable is now called the Game Gear. Measuring just 103x210x38mm, the Game Gear is controlled by a Z-80A processor (as used in the Spectrum and Amstrad) running at 3.58MHz. Screen size is quite large at just a shade under 3.5 inches and, although that's all we know at present, you can be sure that, as soon as we hear more, you'll be the first to know!



PHASERS ON FUN, MR SULU

After the vaguely jolly Spectrum and Amstrad Light Phasers, Magnum have launched a similar gun for the S4, complete with five compatible software titles. The games, which come on both cassette and disk in the same box, are Operation Wolf, Gunslinger, Ghost Town, Goose Busters and Baby Blues.

The whole kit-and-caboodle weighs in at a pretty reasonable £29.99 and, if you get hold of the pack before 15th June, you can enter the competition found in the box, giving you the chance to win £350.00 worth of records, tapes and CD's... wooh!

And there's some bottom-spendingly good news for owners of the Speccy and CPC guns, too. The Megaplay Bundle, which currently retails at £9.99 and consists of Bronx Steel Cop, F16 Fighting Falcon, American Turbo King, Billy The Kid and Jungle Warfare, has been slashed to a ridiculously inexpensive £4.99.



VROOM! VROOM!

Look out this month for the release of a brand new game from Thalamus - Q8 Team Ford Rally Simulation. Based on the exploits of the team of the same name, the game puts you in control of an ultra-fast Sierra RS Cosworth 4x4, ripping up the roads as you attempt to beat the clock, and other drivers, and become number one in the rally stakes. The game will feature 'stylised' filled-in vector graphics, running at a nippy fifty frames per second to give what should be a very accurate illusion of driving through mud, trees and all those other obstacles you find on rally circuits. You can even plough into the spectators! Q8 Team Ford Rally will be appearing on ST, Amiga, Spectrum/SAM Coupe, C64 and Amstrad (fluffy dice and Bluepoint car stereo not included).

FLIMBO'S *Quest*



Take our innocent character, Flimbo, add a very broken heart, a pluck of heroism and our delicious damsel in distress.

Sprinkle a host of cameo roles featuring a deranged professor's genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game — par excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT
OH SO SERIOUSLY CUTE...!**

ACTUAL AMIGA SCREENSHOTS



S Y S T E M 3



NEW! FROM ENCORE...

ESCAPE FROM SINGES CASTLE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 16th May 1990

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LIVE & LET DIE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

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QUESTION OF SPORT

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

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ENCORE

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WS9 8PW England Telex: 336130 ELITE G Consumer Hot Line (0099) 748460

SALES CURVE LATEST

While we wait eagerly for Sales Curve's SWIV (which, they point out, doesn't eland for Silkworm IV, even if it looks like it), news reaches us of their other forthcoming conversions of Jaleco coin-ops which will be making history late this year and early on in '91. The most imminent title is the conversion of Sami Dragon, a mighty shoot 'em up starring a cybernetic flying lizard, and that's penciled in for a September release date.

Next year, we should see conversions of Rod-Land and Big Run. The first is a dead cute platform game in which you play either Tam or Ril, two fairies with magic wands and a mission to pick flowers. Sounds very weird, but looks very good.

Big Run, in case you didn't know, is a sporty drive through the desert on the Paris Dakar rally. It didn't break any records in its original arcade form, so it'll be interesting to see how the conversion will come out.

All three games will be released under the auspices of Sales Curve's new Storm label, and will be available for Amiga, ST, Amstrad, Spectrum and C64.

CORE! A NEW SOFTWARE HOUSE

Core Design, creators of such greats as Rick Dangerous and Dynamix Dux, have come to the conclusion that there's more money to be made by selling their own games as opposed to just programming them and passing them along to a third party outfit. So those Derbyshire dudes have set up ehop, so to speak, and are going it alone, with a couple of titles already announced. Torvak The Warrior is a beat 'em up in which the player must battle through five levels in his quest to find and defeat the wicked Nacromancer, while Corporation will be a much more strategy-oriented game, as you become a government agent, seeking out terrorists in a robotics factory. These, along with three other as yet unannounced products, are to be released between July and December of this year. More news as it arrives!



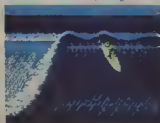
TWO LICENSES IN ONE

Remember we previewed World Cup Soccer '90 from Virgin two issues ago? Well, scrub that title because that's not what it's going to be called. What Virgin have done is, as well as buying the rights to the coin-op, they've also gone out and signed up the Italia '90 name from FIFA, and stuck that on the packaging. Iool Sheesh, must have more money than sense, ah? Anyway, the game is to be called World Cup Soccer Italia '90, and it'll be the only football game this summer to carry the little World Cup stick-man mascot on its packaging. Ooooh!



I WISH THEY ALL COULD BE...

California Games is one of the best multi-event sports games ever to appear on a home computer, and it's certainly the best sport sim seen on the Sega Master System. That's why Epyx and US Gold have got together again to produce a sequel. California Games II will feature over half a dozen new events, all played out against a sunny California backdrop. It will be released in late Autumn - but will you get a flea beach babe with each package?



The World Cup

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE

WIN TICKETS TO THE WORLD CUP



Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

FREE WORLD CUP FILE-OF-FACTS



64 colour pages that tell you everything you need to know about the ...

**ITALY 1990
WORLD CUP FINALS!**

WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in:
'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ
Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?

A. ?



AUTHENTIC GAME ACTION



Including:

- Variable skill, speed, strength and aggression levels.
- Choice of formations.
- Full team seeding system.



ITALY 1990. 24 teams and their supporters converge on Rome for the greatest sporting event in the world and this game pack will witness the spectacle on their television screens...

...But for you **THE WORLD CUP**

p Starts HERE!

OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!



UNIQUE PLAYING FEATURES

Include:

- Player vs. Player option.
- Variable match duration (2 minutes to 45 minutes).
- TV style presentation.
- Referee with the ability to use the 'red card'! ...

AND MUCH MUCH MORE!!



ITALY 1990

THE WORLD CUP STARTS HERE!

STARTS HERE! Get to know the facts on the game, tactics and injuries, select your squad, then GO FOR GOAL - Win the World Cup trophy. Even sit back and be the best World Cup football fan around!

Available on:
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IBM 64/128 & AMSTRAD Casette & Disk
SPECTRUM Casette.



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 628 3386



▲ Ah, a phone box. Better call your mum and tell her you'll be late.

Everything was fine at the Shadow School of Martial Arts. Students were happily taught the thousand-year-old secrets of the original Shadow Warrior, blissfully unaware of the fact that myster-

ous evil forces were plotting to overthrow the new leader of the school and enslave his pupils for eternity. When the inevitable happened, it was too late to prepare for the vicious onslaught which fol-

lowed.

Which paves the way nicely for a six-level, horizontally scrolling beat 'em up as the player, the only surviving Shadow Warrior, battles to defeat the enemy in this conversion

of the Tecmo coin-op. Young Shad can dispose of the baddies using a variety of martial arts moves, including round-house kicks and common-or-garden punches in the groin - he can even hang onto parts of the scenery and give his oppressors a swift boot in the mush. Alternatively, he can smash open one of the crates found lying on the pavement in the hope that a magic ninja sword will be inside. Whatever the weapon, he needs to

SHADOW WARRIORS

BY OCEAN



be swift and skillful if he is to stop the bad guys in their tracks - and there's loads of them, ranging from club-wielding, twenty stone bikers to Geoff Capes lookalikes who are only happy when they're walloping the poor ninja with a fifteen-foot long telegraph pole. And as well as them, there's six big and of level guardians, including the evil Master himself!!!

C+VG HIT!

▼ Who are these two?

UPDATE

Coming this month are the C64, Amstrad and ST versions of Shadow Warrior. The ST version is the same as the Amiga game, with an obvious drop in sound quality, but the C64's music is one of the best tracks to be heard on the machine in a long, long time!

SPECTRUM

£9.95

Bags of colour make Speccy Shadow Warriors stand out from the crowd, and there isn't a hint of clash as the programmer has cleverly used a shadow effect similar to that found in Dark Sceptre. Gameplay is fast and furious and all in all, this is an extremely worthy buy for Spectrum bastion up junkies.

OVERALL 92%

OOFI OOOYAH!

These guys want you to join their club! Membership has its privileges...

AMIGA

£24.95

Now this is what I call a beat 'em up! No iricky joystick moves to confuse you into getting your face smashed in a pulp; just good, solid arcade action which is quite staggeringly close to the coin-op. The programmers have poiled the coin-op graphics to the Amiga and then larded them up even more, giving you sprites and backdrops which, although admittedly smelter than the originals, are much sharper and very colourful indeed. A more than honourable mention must also go to the music and sound effects in Shadow Warrior - awesome is the only word to describe the six incredible tracks packed with crystal clear samples, and sound effects so good you'll think that there are a couple of people in the room, beating the living daylight out of one another! Getting through the first level is a feat in itself, even with the six credits, as the difficulty has been set at almost the same level as the coin-op. Practice makes perfect though, and once you've killed the fat sumo wrestler at the end of the first stage you'll be totally hooked.

PAUL RAND

GRAPHICS 94%

SOUND 96%

VALUE 93%

PLAYABILITY 92%

OVERALL 93%

C+VG HOTLINES

WIN A MEGADRIVE! CALL 0898 334 150

Faster than a speeding Spectrum, more colourful than a box of rainbow and more fun than a wasterbed full of lemon jelly - it's the Sega Megadrive! To you, the punter, this mighty console would normally cost at least two hundred knicker, but to you, the C+VG reader... well, we can let you have one for no pounds at all. Just one, mind you, and if you want to volunteer to take this solitary Megadrive off our hands, get on the blower pronto, dial this hot number and make sure you get all the questions right!

WIN A LYNX CALL 0898 555 537

Doesn't melt in your mouth or in your hand, doesn't make your clothes smell when you iron them and does absolutely no harm to household pets. What are we talking about? Why, it's the Atari Lynx handheld game machine of course! It's the zappiest portable in the history of the planet, and one could (but only COULD) be yours if you pick up your electric talking machine and get listening to this line flipping ruddy quick!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL THE C+VG HOTLINES. CALLS ARE CHARGED AT 35p PER MINUTE (PEAK RATE) AND 25p PER MINUTE (OFF-PEAK). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

WIN A PC ENGINE CALL 0898 555 538

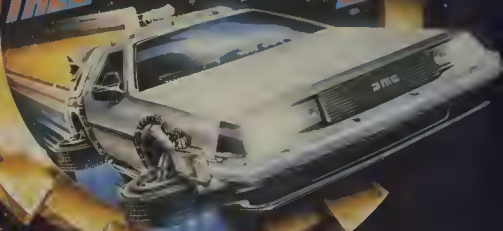
Another example of console sauciness is NEC's PC Engine. A marvel of micro-mechanics this bijou games machine plugs the game-playing power of an arcade machine into your telly and lets you get stuck in to such superb games as R-Type, New Zealand Story and Chase HQ without any hanging about whatsoever. The only things between you and this prize are the questions on this line so give us a ring, and you could be the next person to join the console revolution!

WIN AN F15 FIGHTER BOMBER! CALL 0898 555 539

Well, nearly. Ace aimers Digital Integration are giving away copies of their smart fight-flight game, F-15 Combat Pilot to celebrate its recent take-off on the C64. We've got five ST and Amigs, and five C64 versions of the game and no less than twenty (that's two-zero!) designer F-15 T-shirts, possibly put together by the lads themselves on their office sewing machine. If you want to be the hardest person with the wickedest pile of credibility in the whole street, this is undoubtedly the competition for you!

COMING SOON...

BACK TO THE FUTURE II



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Image Works, Green House, 110 Southwark Street, London SE1 0TH. Tel: 071-429 1454



Mail Bag



Yo! YOB's back with more of your mail. As usual, if you have anything rivetingly interesting to say - or even something completely uninteresting, why not write in to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £100 worth of software for the best letter - so get your scribbling caps on and get on with it.

CORPS GAME

Dear YOB,
What's all this about Neighbours and Kilroy simulators? You want a real game! Software houses are you listening? It's called the CORPS, based on your own brilliant comic strip, and is a horizontally scrolling shoot 'em up in which you play Schwartz trying to reach the dropship. You start off with a service pistol but if you shoot certain types of enemy you can progress to machine gun, spray fire, multi-directional fire, flamer, grenades, shoulder missiles and drones. If you collect the jetpack you can fly

for a minute until your fuel runs out, but this brings on airborne enemies and activates ground lasers. Your enemies are mummies, vampires, enemy soldiers, transforming robots and so on. At the end of the level is Mech-Kong.

Other levels would include an Operation Wolf style shoot out and also flying the dropship.

James "Wibble" Lynch, Stockport, Manchester

YOB: Not bad, but I think you could make even more out of it - how about the drop sequence itself? Come on software houses, how about producing a game based on the best comic strip in the universe?

KONSOLES ROOL

Dear YOB,
I agree with Mr Eriksson that consoles will be taking over from computers. I have been playing 8 and 16 bit computers for about nine years now, but will be buying a Megadrive or PC Engine when they are released in September, because even the ST and Amiga can't match their near arcade perfect graphics. I have also noticed that Commodore and Amstrad are set to jump on the console bandwagon with cut down versions of their computers. I wish someone would tell them we are buying consoles for the quality of the games, and not because they don't have keyboards.

B Duncan, Stamford Le Hope, Essex

YOB: I disagree - consoles are good - but they're not going to kill off computers! Instead both types of machines will exist side by side - there's a huge market for both types of machine. Anyway, what's the point of arguing? Anyone with half a brain cell knows that consoles are best if you only want to play games (by the way, PC Engines are better than STs for games, but not as good as Amiges, Megadrives are better than both for

games), and computers are best if you want a machine that has multiple uses, like word processing, programming and so on. In an ideal world, everyone would have both a console AND a computer. By the way, don't be so haughty to criticise the C64 console. There are some brilliant C64 games around - I'd love to see a cartridge version of Boulderdaah, Delta, impossible Mission, Dropzone, Pestiblast...

A GREY OUTLOOK

Dear YOB,
I was just on the verge of buying a Sega Megadrive when I saw the warning advert in issue 101 from Sega themselves about "grey" imported machines. The PAL

conversion aspect isn't really important, but the blip about Euro cartridges not working with these imported machines when the machine is officially released later this year is

Would buying a SCART Megadrive alleviate the "problem" or are SEGA just bluffing to stop other "unofficial" outlets from making a profit and taking away potential sales? I know that if I bought imported cartridges by mail order I would be getting the very latest games, but will there be a vast difference in price between these and the cartridges legitimately available in this country later this year?

J.P. Roche, *Aldrichham*
YOB: Ok, the Saga ad has caused a lot of concern among you potential console buyers, so I'd better fill you in on what seems to be happening. The official UK Megadrive consoles WILL be altered to make them incompatible with imported American or Japanese cartridges. HOW- EVER, we speculate that as soon as Virgin launches the machine over here, console importers will have put together either their own converter widget, or they'll have worked out a hardware modification of their own to get round the incompatibility. In the meantime, the ability to use Japanese software means that you will be able to play games perhaps six months or more before their official UK release, and for that privilege you can expect to more. Apart from that, the only real disadvantage is that very few shops will ever stock imported cartridges, so buying an foreign machine may mean you will have to buy software by mail order for avar more.

KEY SOFTWARE

Dear YOB,
I have a great design for a new game that I am sure will be a smash hit. If Code Masters want to contact me and buy my idea I'll sell it cheap to them. The title is "Professional Drawer Opener Simula-

tor." Great name, don't you think? On the screen you see some drawers with keyholes and some keys. You have to click on a key and then on the right drawer. To open it, you'll have to waggle the joystick and to make it more difficult it has to be done within a time limit and the number of drawers and keys increases. If you think it will be too boring just opening drawers one could alternate between opening drawers and opening doors. I think this game has great potential and will become a smash hit.

Frank T. Rambol, *Norway*
YOB: Hmm, it's a nice idea but I'm not sure the technology exists to cope with it. By the way, you're not suggesting Code Masters produce crappy games are you?

JAM LOSES HIS RAG

Dear YOB,
Now listen here boy I am sick of the way you treat the poor lousy bums who write to you, so you name the time and the place and I'll be there! Of course, though, I'll let you off if you send me one of your tremendously fab T-shirts

JAM, *Oldham*
YOB: T-shirt? Pahl! Why don't you push off you lousy pimply, akiddy, smelly old bum.

DALLAS!

Dear YOB,
I have a great idea for a game. It's the Dallas Game. You, the hero, play Bobby Ewing. The object of the game is to get married and divorced as many times as you can in a time limit. You also must not get shot by J.R.'s henchmen. Last of all, every time you lose a life you find yourself in a shower! What do you think?

S.S. Finn, *Woodford Green*
YOB: Sounds to me like you should suggest the idea to Dallas' producers, Lorimar Telepictures Inc. Write to: Mr Lorimar, Lorimar Telepictures Inc, Lorimar House, Lorimar Boulevard, Lorimarsville, USA.

THE FORCE IS WITH THEM

Askwondahl
Darth and Yoda return after a well-earned vacation on the moon of Endor, where we tasted the delights of the red light district in the Ewok village. However, we feel we must put YOB on the hotspot with a number of probing questions, starting, of course with number six

1) Why does everyone keep sending in lists of questions that are so simple that even a pigeon 'message' could answer them?

2) Why do all of our letters somehow end up on other magazines' letters pages under different people's names?

3) Why doesn't anyone ever write more than four questions per letter?

4) Are there any plans to convert NASA's Star Wars project to my Amstrad? The arcade game was WICKED! We saw your article on the A-Megadrive but we fear we must inform you that we made our own four years ago with the help of two plastic boxes and two printer ribbons (sound familiar?) At the time, we couldn't unveil our marvellous creation as the Megadrive hadn't been invented yet...

We are sure you'll be pleased to hear that we are handling the red-hot conversions of

...mark, shortly to be followed up by the psychedelic capers of Super Mario Emly on Acid. We also think you should look out for Fiendish Emlyn's Big Balls of Fun, complete with digitised delights with Emlyn showing you a thing or two about ball control.

Keeping with the current trend of groveling, we'd just like to say: C+VG is a WELL WICKED, RADICAL, DEF, HAPPENIN' pamphlet, and may God strike us down if it is not so

D Vader and Yoda of the Teenage Mutant Ninja Hackers on Heat, Witham. PS Did you know PS stands for Pencil Sharpeners?

YOB: Okay! Oh! It's good to hear from you again, Yoda and Darth. To answer your questions: 1) Probably because they haven't got pigeons. 2) Have you considered the possibility that there are people out there whose minds work along exactly the same lines as your own? No, neither have I, but in an infinite universe there are an infinite number of possibilities. 3) It depends what you mean by four. 4) The arcade game wasn't WICKED. It was SDI WICKED was a game programmed by Binary Vision for Activision last year. Looking forward to your Emlyn series - he gets everywhere doesn't he? "EEEEEE! ANNOWT!" Saa, he even gets into my letters page?

YOU CAN'T BEAT THE CISTERN

Dear YOB,
I wrote this game design with my friend Jimmy. We wanna win some dosh

You play Vincent Skipper and you wake up and go to the toilet but there IS no toilet. You find a video cassette on the floor. You watch the cassette on your TV and discover that the evil Mega Crusty has stolen it. It says you have to battle through stages of evil creatures to re-

claim each bit of your toilet from his boss monsters. By the time you start the game you are in dire need of a crud and you can only hold it for a certain amount of time, and as your time decreases, your face grows redder and redder.

Stage one will be called The Skids, and when you complete it, you reclaim your bog seat.

The second stage will be called Diarrhoea, and when you complete this stage you reclaim your flush

The third stage will be called Peanuts and when you complete this you reclaim the toilet bit

The fourth and final stage will

OZONE INCOMPATIBLE!!

READ EM
IN
WEEP
CREEP!!!

Y0512

547-41

—SSST!

A hand holding a book titled "WAR ZOMBIES". The book is part of a series, as indicated by the text "THE FIRST OF A SERIES" above the title. The cover of the book features a stylized illustration of a zombie soldier in a trench.

be called Crusties, and when you complete this stage you reclaim your plumbing. After this you will fight the Mega Crusty and just before you destroy him, he will try to bargain with you. If you don't destroy him, he says, he will pull your bog back together.

Your weapons are bog rolls and a high powered fart. If you fart too many times you will do a wet fart. Farting can be used to jump.

Each stage will look like this...
Graham Edwards and James O'Connor, Brackhill
YOB: Yes, well that's quite enough of that, thanks. Anyway your game would never catch on because you've forgotten to include a role for the infamous Cllng-on manece - and what about the Mega Skide of Doom?

THRILLS AND X-CITEMENT

Dear YOB,
I am a Marvel comic freak
and just thought up a brilliant
idea for a computer game
based on The Uncanny X-
Men. Here's my game de-
sign. .

bought the license to the X-Men and are planning on releasing their game later on this year. Nice try, but no cigar, I'm afraid.

WILLIE COCK-UP

Dear YOB,
With regard to Grand National reviewed by Gordon Houghton last month.

This game is very true to life because Willie Cerson would obviously fall A over T at the first fence. He's a flat jockey and doesn't jump fences! Give us a T-shirt for this witty aside.

James 'Smart A' May, Birchington

CONSOLES BOOK REVISITED

Dear YOB,
Due to "The Complete Guide
to Consoles Volume II" bril-
liance, I wish to purchase
"The Complete Guide to Con-
soles Volume I" as I missed
out on it the first time round.
So could you please print the

address for me and possibly many other readers so I can send my money off for this console extravaganza. Te muchivi!

**PRINT ME
LETTER**

Dear YOB,
May I ask why hat sleazeball, James McAuley of South Ackendon, Essex, got TWO letters printed in Mailbag, pages 20-21, issue 100, March, when some of us can't even get ONE letter printed. Jeoz, isn't life unfair! In case anyone else out there didn't notice, the letters were titled I Wanna Neighbours Game and Wheel A Div - an appropriate name for J M. I've tried dozens of times to get my highly intelligent letters printed but never succeeded and I'm sure others out there have the same trouble. So next time, please don't print two different letters.

from the same person. Which brings me onto the next sodden complaint. YOU, yes, voted against the same letter

you, printed the same letter twice and answered it twice too! Huh, I'm extremely hard-up and demand a prize of twenty-five quid or something to make me happy now. Pretty please!

Elizabeth Lorraine, Leigh, Leics

PS If you don't print this letter I'll know you're extremely tight or are too chicken because someone has actually tried to point out your mistakes. So THERE!!!

YOB: It doesn't take much to get you all hot and bothered, does it? The two latter thing was a mistake - we printed it out twice and Andrew laid it out without looking at it. Mistakes do happen. Anyway, your letter has now been printed, so that should make you happy. And a prize? No chance.

In association with
Sheep!
Free superb full colour Watchart football
all the fixtures through to the final

**TILT D'OR
AWARDS
1989**



**TILT D'OR
AWARDS
1989**



KICK OFF

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ST USER

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C & VG 80%

Best of the other football simulations over
the cross-bar Zap 95%

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Computer Express

GARY LINEKER'S HOT SHOT

Play in a full scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. All you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International Soccer replaces Gary Lineker's Hot Shot on Atari ST and Amiga

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You decide the play and enjoy the victories and suffer the defeats

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- Crunching tackles, fouls, penalties bookings and sendings off
- 54 computer managed squads from around the world with individual tactics
- The best ever football managerial game ever in the history of the World C & VG 9/10

The ultimate management game - Ace Rated 9/10

Easily the best of its type Zap 94.90%

The best ever managerial game - Sinclair User Classic 93%

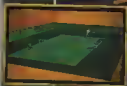


WORLD CUP YEAR 90

INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS GAME FROM THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNPRECEDENTED PLAY AND AN UNPARALLELED NUMBER OF FEATURES.

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ST. AMIGA
KITA, TOWNHART, R.
RESELECT TOURNAMENT



Screenshots
Various systems



Screenshots
Various systems

"This is fab... a breakthrough
...one could not be
impressed."

C&VG 94% C&VG HIT

"It's smashing, ace and beats
the competition... immense fun,
demanding for advice and
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- Remarkable new 3D real time animation system.
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- View the game from any one of ten 'camera' angles - infinite on ST and Amiga.
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- Any-time save option.
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- 4 court surfaces - grass, clay, carpet and cement - each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga)
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

PALACE

PLAYMASTERS

Yo Dudes! Here's another bulging bundle of brilliant playing tips - make use of 'em. If you're a cool player and have some hints and tips, why not send them in to me at: **PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** There's £150 worth of



software on offer to the person who sends in the best tips of the month - so get scribbling! Cowabunga!

AMIGA P-47

Daniel Pemberton of East Molesley sent in the cheat mode for this wartime biall. Play the game, then type ZEBE DEE into the high score table. Now restart the game and you should find that you can get some extra lives by pressing F1 and skip a stage with F2.

SPACE ACE

To take all the effort out of billing Boris by starting the game, pausing it then typing ODDMODEXTER. Unpause and the computer will take control and finish the game for you. There now, wasn't that fun? Thanks, Daniel Pemberton of East Molesley!

SUPER CARS

Another Daniel Pemberton tip here. If you're still trying to get a good deal out of the car salesman try some of these lines of conversation. Is it filled with CAT? I've got a cat called Garfield. This pan of is dead? Too much! I'm a lumberjack. How much? I could murder a curry!

SIM CITY

Nick Emmel sent in this tip, which is even better than the raising-and-lowering taxes cheat. To put an extra \$10,000 into the city coffers, press CAPS LOCK and hold down the letters in the word FUND. You can do this repeatedly, but every fifth time it causes an earthquake, so build up your funds before you build anything.

BOMBER

As Charles Moffett of Dalkeith found out, the BUÇKA

ROO cheat doesn't work on newer versions of Bomber, so he's sent in some living tips for anyone who's still struggling with the refuelling process.

Set the throttle to 70% thrust then fly towards the rear of the tanker. Don't steer left and right to catch it. If you overshoot, use the airbrakes to slow the aircraft down rather than reducing thrust, then when the tanker passes you, take the brakes off. You might need to do this a few times, but eventually the fuel hose should catch and you can start 'pumping gas', as they say.

IT CAME FROM THE DESERT

Richard Lee of Stoke on Trent actually faxed over these anti-bashing tips.

COLLECTING EVIDENCE

- To collect the 'issue sample', go to JD's farm on the first day and kill the ant. Then kill the others which appear on the overhead view and you should get a piece of ant. Alternatively you can wait in your house on June 3rd until about 9 AM, when Ben Johnson calls round and hands over an ant leg he found in the quarry.
- There is no set way of finding an ant track to make a cast of, but your best bet is to go to one of the volcanoes.
- To get the ant body fluid, stay at home on June 2nd and at about 9 AM, Jackie should knock on the door. Go with her to the scene of the car crash and you will find some fluid. You can



IMPOSSAMOLE MAP

26

LEVEL 1



2



2



2



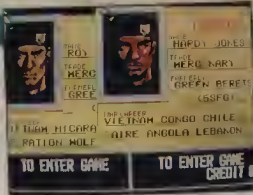
2



2

2





also collect this from the quarry (when the workmen call you), from Neptune Hall, and after an air fight

- To make a tape recording of the ants you'll need to visit the police station every day after June 3rd. Eventually you will be offered a cassette found at the scene of the car crash. Alternatively, you can use the sound recording facilities on board Louie's plane. Just fly the plane over any ant then land back at the airport.

Also, you are sometimes given a tape by the miners. The ants' nest is located directly south of mine one. The strange happenings around the pipeline are a red herring. Bert Lamont is playing the Helicals to scare some land owners so that they will sell him their land cheap.

- If you invite Jackie to stay at your house and she offers to "thank you properly (later)" for letting her stay, don't accept or you'll be in hospital the next morning suffering from exhaustion!

- On the 9th June you must go to the farm south of town and save the scientist or he will be killed. After that, go straight to the south west volcano cone and save Elmer, because if he is killed you won't be able to refill the flame thrower (which you need in the ants' nest). If Bert tells you that Jackie has gone missing, go to the farm south of town. She will give you some interesting information.

- The easiest way to complete the game is to fly to mine one and land your plane on the dirt track. Walk to the building then walk directly south. An ant will appear from a hole in the ground. Kill it then drop down the hole and you will find yourself in the ants' nest. There are two levels to the nest and the queen is on the lower one. When you find her, move towards her and you should hear a clicking sound, so get back to the exit on the double!

C64

MYTH

From the Norse Legends level onwards you can collect all the available weapons and items just by holding down the A and ? keys. Sean Thompson of Dublin found that out.

OPERATION THUNDERBOLT

This took it's time coming out, but Simon Trosper of Loughborough wasted no time in discovering the game's cheat mode. Play the game, get onto the high score table and enter your name as EDQM TAEHC (which is CHEAT MODE backwards). When you restart the game you will be in infinite-continue mode!

NEW ZEALAND STORY

Simon Trosper comes to Tiki's rescue with this handy cheat mode which entails typing in TRY CHEATING once the game has loaded. The border will turn grey and, as Simon says, "Bingo!", you now have infinite lives and a press of the back arrow key puts Tiki at the start of the next level.

SUPER WONDER BOY

Here's another tip from old Simon Trosper that makes de-

feating those end of level bosses a tad less risky. Just find the door to his chamber then instead of going inside straight away, bomb it, through lightning bolts at it anything. When you think you've dropped enough, press the space bar to kill it. If you now go inside you should find that the boss is gone and whatever treasure he was hiding is ready to be collected.

BATMAN - THE MOVIE

Chemistry was never my strong subject, and if you're the same, you might like to know the correct combination of cosmetics is: GREEN SPRAY CAN, PURPLE CREAM POT, YELLOW SPRAY CAN. You've got Mark Sharpley of Macleodfield to thank for that.

GEMINI WING

Following last month's Amstrad passwords, here are the codes for the C64 version of Virgin's shoot 'em up. To use them, go to the password screen and type in:

MRWIMPEY for level two
CLASSICS for level three
WHIZZKID for level four
GUNSHOTS for level five
DOODGUYZ for level six
D.GIBSON for level seven.
Alan Strain of Holytown is the man behind that information.



HURRAH!!!

A Great Big Thank You
to All of You for Your
Fantastic Votes for

Hard Drivin'
BEST COIN-OP CONVERSION
16-BIT

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Watch out for more great Tengen
coin-op conversions
coming soon to a computer near you...

Hard Drivin' on the Commodore 64,
the much acclaimed **KLAX**



on all popular formats.

DOMARK

GHOULS 'N' GHOSTS

To get this game into cheat mode, get onto the high score table and type in WIGAN RLFC. Now you can equip yourself with armour during the game just by pressing A, and jump to the next level by pressing S. So says James Hicks of Witham.

SPECTRUM

GUARDIAN II

A never ending supply of spacecraft can be yours if you have a Mulliface poke machine. Just load in the game, then reset and POKE 50233, 0. Restart the game and start blasting. Many thanks to Paisley's own Thomas Campbell for that one.

WONDER BOY

Now this arcade conversion has returned on the Hit Squad label I thought the cheat mode sent in by Alan Cairney might come in handy. Play the game in two player mode, then as soon as you pick up the skateboard, quit by pressing DELETE and EXTENDED MODE. Now restart the game and you should find yourself back at the start of the game with all your lives and your skate board.

SHINOBI

Alan Cairney he say if you want infinite lives in this game, redefine the keys as G R U T S. Then redefine them properly and when you start the game, old Shin should be unstoppable!

GAME BOY

NEMESIS

Terry Lane of Fulham has sent in the cheat mode for my favourite Game Boy blast. Start the game and press

START to pause, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You will now have all the weapons, but no speed-ups.

The other tip (which I discovered myself) regards the way to the bonus level. Near the end of the second level there's a sort of writhing mass that chuckes out bombs. Blast it until it stops firing, then move towards it. You should now appear in a level full of bonus point and extra life icons.

LYNX BLUE LIGHTNING

Our very first Lynx tip! Clint May of Manchester sent in all nine passwords for this great-looking shoot 'em up and they are:

MISSION ONE: AAAA

Destroy enemy aircraft.

MISSION TWO: PLAN

Destroy land and sea targets.

MISSION THREE:

ALFA

Engage and destroy enemy convoys.

MISSION FOUR: BELL

Fly through canyon de-

stroying enemy tanks.

MISSION FIVE: NINE

Fly low and knock out enemy radar installations.

MISSION SIX: LOCK

Deliver documents to a hidden base.

MISSION SEVEN:

HAND

Destroy enemy radar installations.

MISSION EIGHT: FLEA

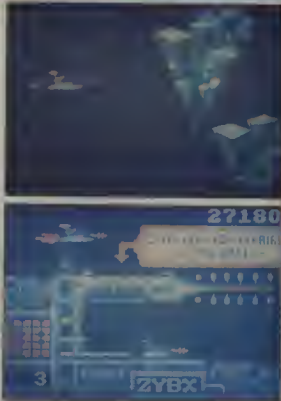
Night time bombing run.

MISSION NINE: LIFE

Destroy tanks and radar but not friendly forces.

GATES OF ZENDOCON

Clint May sent in all 51 passwords for this game, but I thought instead of giving you those, I'd tell you how to reach the hidden level. Enter TRVX as the level code, then as soon as you get going, press down and right to go



through the floor (do it quickly to avoid crashing). Once you're down there, dodge the obstacles and go through the gate to collect all the weapons.

SUPER TANK SIMULATOR

Thomas Campbell of Paisley gives you the power of immortality in this nifty Code Masters game. All you have to do is pause the game, type in the word STANK (how appropriate) and Bob is what you might call your uncle.

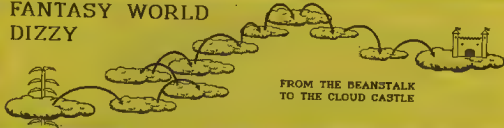
FANTASY WORLD DIZZY

Loads of people have sent in solutions to this popular game, but if you're one of

the ones who are still stuck, here's the complete solution, as sent in by Jonathan Portlock of Keighley.

- Pick up the jug of water and drop it next to the life to put it out.
- Pick up the slate loaf and put it in the path of the rat.
- Get the boulder from the other side of the alligator and drop it in the entrance hall.
- Pull the lever to open the portcullis.
- Get the bone and the first golden key and drop it in the entrance hall.
- Get the rope from Denzil and drop it in the entrance hall.
- Pick up the bone and one of the boulders. Swap the bone for the boulder in the cave next to Armorg.
- Go to the screen after the dizzy hawk and drop both boulders in the water.
- Go and get the other boulder and drop that in the

FANTASY WORLD DIZZY



FROM THE BEANSTALK
TO THE CLOUD CASTLE

same place

- Go and get the sleeping potion from Dozy and also pick up the golden key
- Go and drop the sleeping potion in front of the dragon and pick up the bag from the top of the well
- Pick up both the keys from the entrance hall and put them in the left control
- Go and get the other key from the bottom of the volcano and put it in the left control
- Go and talk to Dylan
- Pick up the pygmy cow
- Find Grand Dizzy and get the clowbar from him then put on top of the well
- Find the shopkeeper and swap the cow for a bean. Get the golden key from the chapel and put it in the last left control
- Put the bean in the manure
- Get the door knocker and pick axe from around the

Grand Dizzy

- Put the door knocker where it says "Knock and enter"
- Get the bucket and drop it on the puddle at the bottom of the volcano
- Drop the bucket of water on the manure
- Climb the beanstalk as far as the first cloud, then follow the diagram
- Once in the castle, collect the dragon egg
- Take the egg to the green dragon and put it next to the other one. Walk past
- Use the pick axe on the next level on the left and get the rug
- Put the rug on the spikes in the castle
- Jump up to the level and walk into it. Wait until it gets level with the table then walk into Daisy
- Now use the map to find the coins and take them to Daisy's hut

SEGA

Here we have a guide to this game's secret rooms by Ian Hodgkinson of Underwood.

- Climb over the pyramid and you will find a sphinx containing a life heart. Go inside and use your sword to destroy the left wall and walk outside. Look the first chest, then walk to the second and push up. Enter the sphinx again but this time go to the right. Look the second chest. All the others are empty so you may as well leave

- As Mouse Men, head left past the two fireball spitting clouds and you will come to a maze of mouse blocks. Climb to the top left of the maze, then when you're off the screen, jump and you should find yourself in a secret treasure room.

- If you enter the basement in the village, where the first life heart is, you can enter a hidden shop by standing in front of the door on the left of the chest and jumping up. While in the air, push up and a magical weapon shop appears (though only the lion can buy all the items)

- On the way to the Samurai Dragon you will find yourself in several dead ends. Go right to the end of these and push up and you might well find a hidden shop or hospital

- Go to the sphinx as Birdman, then fly to the top of the treasure room, get out and land on the roof. Push up and you're in the

remind

- If you've used a password to get a long way into the game, but want to earn some extra credit, go to the room which leads to the transmutation chamber. Go one space to the right of black which contains the question mark and push up to reveal a door. Go through the door and you will be in the pyramid, a mere stone's throw away from the Mummy Dragon. You will now find that all the dragons are seriously weakened and die with only a couple of sword blows!

NINTENDO TROJAN

Justin Bailey of Earth reckons that when Mr Trojan dies, you should press UP and START simultaneously on the title screen to restart the game on the last level you were on.

PC ENGINE DUNGEON EXPLORER

Kuldeep Chopra of London has discovered how to control all live characters from one joystick, but you'll need a proper stick like the XE-1ST not a joystick. Hold down SELECT while you're switching on the power, then on the title screen press RUN (still holding the SELECT button) to go to the player select screen. Keep pressing the RUN button and you should see Japanese text followed by full stops. When this has happened five times (it takes a while) release SELECT and all live players should now be under your control.



WORLD CUP SOCCER



**OFFICIAL
GAME**
ACCEPT NO SUBSTITUTE!

I.B.M. Pc
AMIGA
ATARI ST
AMSTRAD
SPECTRUM
CBM 64



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Here's the definitive guide to record scores - the Official UK Highscore Table. All scores are passed by our panel of experts - if you have a record score, why not send it in on a challenge form? The address is C+VG CHALLENGE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Ox.
fordshire

AFTERBURNER
17,404,100 Kenneth Rona, Craig-
shill, Livingston

ALEX KIDD (LOST STARS)
1,284,550 Dennis Watts, London

ALTERED BEAST
570,900 Hywel Davies, Maeshan,
Gwent

AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Gilnock, Glas-
gow

ASTRO WARRIOR
1,280,600 Giant Violetenhols,
Blackburn, Lancs

AZTEC ADVENTURE
255,400 Peter Radding, Stafford

BLACK BELT
4,293,156 Harry Webb, Glasgow

BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Sur-
sey

BOMBER RAID
1,116,700 M G Baker, E Grun-
stead, W Sussex

CALIFORNIA GAMES
HALFPIPE 47,520 Hywel Davies,
Maeshan, Gwent

FOOTBAG 146,310 James May,
Brighton, Kent

SURFING 9-6 Robert Wigston, La-
nachshire, Scotland

SKATING 4920 Stefan Brown,
Manchester

BMX 154,950 Gwael Curley, An-
glois, Manchester

FLYING DISK 1700 Anthony
Lewis, Halasowen, W Midlands

CASINO GAMES
PINBALL 492,270 Karl Marsh, Old-
ham, Manchester

CHOP LIFTER
1,400,000 Kenneth Rona, Craig-
shill, Livingston

**217,600 Kai-Ling Ho, Stanford-Le-
Pau, Essex**

DOUBLE DRAGON
619,460 Andrew Jackson, Jarlow,
Tyne & Wear

DYNAMITE DUX
747,160 Andrew Bowley, Melton
Mowbray, Leics

FANTASY ZONE
109,845,000 M G Baker, Grinstead,
Sussex

FANTASY ZONE II
3,541,380 Jon Evans, Walsall

GALAXY FORCE
413,250 P Barrow, Chorley, Lancs

GANGSTER TOWN
605,780 Hywel Davies, Maeshan,
Gwent

GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall

GHOST HOUSE
1,354,500 James Danham, London

GREAT BASEBALL
22-01 Robert Gammon, Bedford

GREAT BASKETBALL
63-0 Stewart Cole, Newborough,
Leics

GREAT GOLF
70 Alan McPherson, Gilnock, Glas-
gow

GOLDFEN AXE
217-0 Martin Lucas, Lincoln, Lincs

HAND-ON
8,553,264 Alan Matheson, Ross-
shire

KENSEI ON
558,400 Paul Houghton, Dorset

MY HERO
14,978,820 Hywel Davies, Maeshan,
Gwent

QUIT RUN
55,170,400 Richard Elliot, NSW,
Australia

PENQUIN LAGO
Level 22 Steven Gammall, Here-
field, Midx

POWER STRIKE
85,242,300 Paul Stokes, Aberdeen

PRO WRESTLING
585,000 Andrew O'Neil, Preston,
Lancs

QUARTET
3,170,810 Gareth Wills, Bristol

RAMBO III
68,550 Scott Wilson, Deal, Kent

RAMPAGE
651,600 David Barden, Norwich,
East Ang

RASTAN
1,400,320 Jamie Adams, Southend,
Essex

RESCUE MISSION
574,000 Martin Fox, Beeston, Beds

R-TYPE 300,000 Hywel Davies, Maeshan,
Gwent

SAFARI HUNT
8,017,900 Gareth Clark, Banbury,
Oxon

SECRET COMMAND
3,315,000 Julian Lloyd, Leamington
Spa, Warwick

SHINOBI
1,321,000 John Moulding, Sunder-
land

SPACE HARRIER
45,144,160 Matthew White, Old-
bury, W Midlands

2 SPACE HARRIER 3D
17,214,740 Matthew Home, London

THUNDERBLADE
2,660,000 Steven Rubbery, Dudley,
W Midlands

VIGILANTE
163,700 Gareth Clark, Banbury,
Oxon

WONDERBOY (MONSTERLAND)
10,509,960 William Wong, Nt Stock-
port, Cheshire

WONDERBOY III
350,100 Wei-Yin Man, Brighton, E
Sussex

WORLD SOCCER
9,110 Peter Garnett, Knutsford, Che-
shire

ZILLION II
1,028,300 J Cunningham, Seve-
nocks, Scotland

MEGADRIVE

AFTERBURNER
12,356,723 Julian Rignall, C+VG

ALTERED BEAST
2,309,300 Jon Cullen, Hants

FORGOTTEN WORLDS
1,223,400 Julian Rignall, C+VG

GOULDS AND GHOSTS
362,500 Paul Brinton, Erith, Kent

GOLDEN AXE
303-5 Kevin Ross, Sutherland,
Scotland

NEW ZEALAND STORY
261,200 Michael McGinness, Bol-
ton, Lancs

RAMBO III
952,700 Rex Halsingborg, Sweden

SPACE HARRIER II
26,510,700 Christopher Giles, Aar-
ford, Kent

SUPER HANG-ON
Beginner 49,500, 100 Julian Rignall,
C+VG

Junior 36,177,880 Glen Williams,
London

Senior 31,627,340 Paul Stokes,
Aberdeen, Wales

Expert 51,872,300 Glen Williams,
London

SUPER SHINOBI
2,100,100 Wei-Yin Man, Brighton, E
Sussex

TATSUJIN
1,462,270 David Moore, Southend,
Essex

THUNDERFORCE II
2,560,000 Paul Brinton, Erith, Kent

ZOOM
104,880 Paul Stokes, Aberdeen,
Wales

NINTENDO

BALLOON FIGHT
715,150 Tom Wannberg, Halmstad,
Sweden

CASTLEVANIA
999,999 Lee Watkins, Bristol

CHUCK HUNT
1,244,000 Genny Stevens, Stafford

CLUCK
65 Tom Wannberg, Halmstad,
Sweden

ICE CLIMBER
917,000 Tom Wannberg, Halmstad,
Sweden

KUNG-FU
1,221,400 Rex Halsingborg, Sweden

GHOSTS AND GOBLINS
105,700 Ian Bowden, Beersden,
Glasgow

GRADIUS
12,870,300 Julian Rignall, C+VG

LIFE FORCE
665,730 Steffen Sletvold, Norway

MEGA MAN
1,101,600 Steffen Sletvold, Norway

OPERATION WOLF
1,045,650 Byron Chan, Singapore

PRO-AM RACING
305,692 M C Warlock, Plymouth

RUSH N ATTACK
1,203,700 Paul Stokes, Aberdeen,
Wales

SUPER MARIO BROS
9,999,999 David Hiltous, Work-
ington

SUPER MARIO BROS II
Commodore Julian Rignall, C+VG

TOP GUN
175,000 M C Warlock, Plymouth

BLOODY WOLF
1,084,100 Saimon Baines, Southall,
Middlesex

CHAN ANO CHAN
1,430,500 William Wong, Nt Stock-
port, Cheshire

DEEP BLUE
2,130,300 Steve Cressley, Dorking,
Surrey

DUNKIN MASTER
999,999 Bryan Savanta, Stevenage

ORAGON SPIRIT
1,162,372 Andrew Dowling, London

FANTASY ZONE
8,872,840 Genny Gleghorn, Work-
sop, Notts

GALAGA 88
1,435,460 Bryan Savanta, Steven-
age

GUNHEO
14,067,610 Rolf Simonetta, Oerfwil,
Switzerland

LEGENDARY AXE
3,878,260 Gaea Rose, Boreham,
Wood

NINJA WARRIORS
227,250 Anthony Bird, Cheshire

ORDYNE
455,900 Julian Rignall, C+VG

P-47
1,279,840 Genny Gleghorn, Work-
sop, Notts

R-TYPE
973,300 Onn Lee, Nottingham

RAGLAND
1,113,100 Graham Prior, Shiffield,
Reading

ROCK ON
35,229,400 Rex Halsingborg, Sweden

R-TYPE II
87,200 Rex Halsingborg, Sweden

SHINOBI
280,850 Tim Morris, Stoke-On-
Trent

SIDARMS
1,555,900 Julian Rignall, C+VG

SPACE HARRIER
846,950 Martin Harris, Burton-On-
Trent, Staffs

SUPER WONDERBOY
1,096,660 David Shipper, Skipton,
Nt

TWIN HELI
4,272,000 Rolf Simonetta, Oerfwil,
Switzerland

VICTORY RUN
19,223 Saimon Baines, Southall,
Middlesex

VIGILANTE
142,580 Tim Morris, Stoke-On-
Trent, Staffs

C64

ALTERED BEAST
356,400 C Maddocks, Kilmarrah,
Sheffield

APU
49,655 C Maddocks, Kilmarrah,
Sheffield

ARMALYTE
38,067,400 Simon Hudson & Ian
Gentry, Hillingdon, Middx

BATMAN - THE MOVIE
516,420 Casper Armand, Belgium

BOMBULZ
356,000 Sig Sejersten, Denmark

BUBBLE BOBBLE
9,341,420 Kevin Killen, Romford,
Essex

CARAL
243,794 Gareth Meney, Slith-
chide, Scotland

ONENARIS
417,700 Carl Patterson, Walsall, W
Midlands

DRA GON NINJA
760,000 Matthew Hill, Adelaide,
Australia

GOULDS AND GHOSTS
4,171,600 Simon Hudson, Hilling-
don, Middx

IK+
588,000 Sia Markey, Liverpool

GAMEBOY

SUPER MARIOLAND
999,999 John Youssel, Formby,
Merseyside

TETRIS
311,627 Gareth Harper, Co London-
derry, N Ireland

QUARTH
1,400,500 Julian Rignall, C+VG

ALIEN CRUSH
110,301,300 Steve Cressley, Dork-
ing, Surrey

ALTERED BEAST
576,900 Anthony Bird, Cheshire

ATOMIC ROBO-RIO
9,691,500 Rex Halsingborg,
Sweden

PC ENGINE

HIGH SCORES

LAST HINJA II

990,999 Andre Hastings, Australia
NEW ZEALAND STORY
 3,415,600 Luke Hetherington, Yeovil
LYONS WARRIORS
 172,470 Gary Crane, Stamford, Linx

OPERATION WOLF

1,000,300 B Hardcastle, Cranleigh, Surrey
POWERDRIFT
 Course 8 860,290 Steven Ball, Romford, Essex

RAINBOW ISLANDS

2,221,930 Andy Stanley, Folkestone, Kent
RAMBO III
 962,400 Woffman O, Nelson, Lancs

RENEGADE III

78,995 Jukka Pira, Finland
ROBOCOP
 1,950,000 Scott Langford, Redcar, Cleveland

R-TYPE

1,076,000 Craig Kerwin, Queensland, Australia
SALAMANDER
 803,400 David Leitch, Milton, Glasgow

SILKWORM

1,268,000 Christer Bjorkman, Finland
TEST DRIVE II
 203,850 Paul Warwick, S Victoria, Australia

TURBO OUT RUM

119,000 Steven Gammell, Hereford, Mend
UNTOUCHABLES
 86,995 Brian Lee, Kincorth, Aberdeen

ST

AFTERBURNER

82,731 830 Damon Williams, Bedfordshire
GLASSBORO
 ALLEN SYNDROME

936,500 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
 473,000 Gary Llew, London

ARKAHOID II

525,630 Jaspal Jandu, London
BAAL
 287,450 Jan Dobrodumov, Bradford, W Yorks

BACKLASH

1,450,800 James Boyd, London
BATMAN THE MOVIE
 577,130 Brian Mubarak, Peterborough, Cambs

BEYOND THE ICE PALACE

1,98,430 Richard Jeffries, Haddenham, Bucks
BLASTERBOYS
 7,473,325 Richard Hulton, Horwich, Bolton

BLOOD MOONEY

340,000 Chris Hall, Houghton-Le-Spring, Tyms & Wear
BUMBLE BOBBLE
 6,345,720 Colin Tracey, Colchester

BUGGY BOY

107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
 4,802,260 Peter Graham, Newtownabbey, Co Antrim

DRAGON HIJIA

1,101,200 Philip Hogg, Liverpool, Merseyside
DYNAMITE DUX
 737,590 Andrew Mummary, Stirling, Kent

EMPIRE STRIKES BACK

550,166 Ian Pinder, Pudding
FORGOTTEN WORLDS
 53,300 Timothy Hodges, Peterborough, Cambs

GHOLLS AND GHOSTS

30,998 983 Andrew Downing, London
IK
 341,800 Andrew Hewitt, Wigan

KARI WARRIORS

79,400 Stephen Simpson, Otley, W Yorks
INDIANA JONES ARCADE
 14,100 Tim Baer, Strathallam, London

LED STORM

806,950 Richard Davies, London
LICENCE TO KILL
 82,430 Timothy Hodges, Peterborough, Cambs

NEW ZEALAND STORY

600,125 Stephen Simpson, Otley, W Yorks
OPERATION WOLF
 308,400 David Coung, Leeds, N Yorks

OUTRUM

54,877,900 Gerald Evans, Machynlleth, Dyfed
PAULAND
 217,526 A Redfearn, Huddersfield, Yorkshire

PERIBOY

70,250 Ian Curran, Birmingham
POWERDRIFT
 1,750,044 Chna Skok, Epsom, Surrey

RAINBOW ISLANDS

1,325,770 Chris Skok, Epsom, Surrey
RED HEAT
 103,843 Philip Wate, Bradford, W Yorks

ROBOCOP

90,999 Aaron Kramar, Muncyshire
R-TYPE
 523,220 Horness Spencer, Redditch, Worcs

SIDE ARMS

2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
 26,800 John Bowden, Grays, Essex

SPACE HARRIER

81,433,100 Ben Kay, Sheffield
STARGLIDER II
 529,599 Stephen Simpson, Otley

STAR WARS

2,564,095 Stephen Simpson, Otley, W Yorks
STRIDER
 3,498,909 Andrew Downing, London

SUPER HANO-DN

36,801,214 David Bibby, Darford, Kent
SWITCHBLADE
 243,540 Paul O Keefe, London

THUNDERBLADE

61,510 Richard Davis, London
WINDICATORS
 498,100 Stephen Simpson, Otley

XEND

6,944,880 Colin Tracey, Colchester, Essex
XENDON II
 1,566,850 Colin Tracey, Colchester, Essex

AMIGA

AFTERBURNER
 16,189,480 Remko de Gide, Holland
BARBARIAN II
 679,735 Daniel Sprangers, Gressendamm, Holland

BATMAN THE MOVIE

2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MOONEY
 205,400 Colin Tracey, Colchester, Essex

CONTINENTAL CIRCUS

5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
 200,170 Colin Tracey, Colchester, Essex

DENARIS

315,280 Stu-Tony, Cheshamford, Essex
DOGS OF WAR
 341,800 Jimmy Gustafsson, Sweden

MINIMATOR

219,447 Daniel Sprangers, Gressendamm, Holland
DOUBLE DRAGON II
 201,774 Darren Payne, Oxford, Oxford

FORGOTTEN WORLDS

742,190 Philip Newland, Beckenham, Kent
HYBRIS
 3,647,295 Colin Tracey, Colchester, Essex

INDIANA JONES ARCADE

37,300 Remko de Gide, Holland
LED STORM
 574,478 Steven Howard, Lowestoft

LICENCE TO KILL

39,573 Lior Melny, Israel
NEW ZEALAND STORY
 3,413,474 Colin Tracey, Colchester, Essex

OPERATION WOLF

1,021,122 Jay Rahr, Crayford, Kent
PACMAN
 37,450,320 Colin Tracey, Colchester, Essex

PAPERBOY

1,07,150 David Pocock, S Croydon, Surrey
POWERDRIFT
 2,007,272 Mr B, Colne, Lancs

RAINBOW ISLANDS

90,999 Colin Tracey, Colchester, Essex
RICK DANDEROUS
 744,560 Casey Gallacher, Reading, Berks

ROADBLASTERS

3,245,336 A Lepri, Genova, Italy
ROBOCOP
 374,210 Philip Newland, Beckenham, Kent

SILKWORM

3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
 22,600 Phil Rand, C+VQ

SPACE HARRIER

7,566,280 Allen Black, Darborough, N Hants
STARGLIDER II
 265,450 Kevin Griffiths, Wolverhampton, Staffs

STRIDER

599,850 Martin Hills, Sittingbourne, Kent
SUPER HANO-DN
 22,118,682 Richard Shaw, Keyworth, Notts

WORD OF SODAM

447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
 274,370 Petri Nissi, Finland

XEND II

7,692,260 David Hansson, Partille, Sweden
DOUBLE DRAGON II
 201,774 Darren Payne, Oxford, Oxford

FORGOTTEN WORLDS

689,600 Fraser Spears, Birmingham
MYTH
 65,668 Chris Thompson, Chorley, Lancs

NEW ZEALAND STORY

560,320 Chris Thompson, Chorley, Lancs
OPERATION THUNDERBOLT
 1,000,298 Chns Thompson, Chorley, Lancs

OPERATION WOLF

914,830 Martin Hills, Sittingbourne, Kent
OUT RUM
 31,065 250 Kieran Kelly, Cloughborough, Leics

RAINBOW ISLANDS

636,860 Adrian Dunaway, Burnley, Lancs
ROBOCOP
 1,952,240 Fraser Spears, Birmingham

SHIND II

52,030 Steve Wilson, Deal, Kent
THUNDERBOLT
 2,789,010 Richard Voller, Beckenham, Kent

TURBO OUT RUM

419,920 Oliver Hurley, Lydney, Gloucester
WE'LE MANS
 439,920 Richard Bilbrough, Liverpool

AMSTRAD

AFTERBURNER
 28,714,950 Thurstan Johnston, Richmond, Surrey

APB

82,780 Andrew Buckley, Reading, Berks
BARBARIAN II
 679,735 Daniel Sprangers, Gressendamm, Holland

BLASTERBOYS

128,750 John Slay, Lincoln, Lincs
BUGGY BOY
 1,29,190 Hart Colman, Hemel Hempstead, Herts

CRAZY CARS II

14,870,030 Karl Rudolf, Redditch, Worcs
CRAZY CARS II
 752,966 Morten Ludvigsen, Naesna, Norway

CROSSING HQ

14,345,264 Mark Newman, Beckenham, Kent
CYBERHOLM II
 126,350 Thurstan Johnston, Richmond, Surrey

DARK SIDE

8,516,000 Stu, Melton Mowbray, Leics
DRAGON HIJIA
 1,101,200 Philip Hogg, Liverpool

DYNAMITE DUX

568,010 Tim Goldsby, Chuteham, Glouce
HARD DRIVING
 511,727 Andrew Buckley, Reading, Berks

IK

341,800 Andrew Hewitt, Wigan
OPERATION THUNDERBOLT
 1,000,298 Chns Thompson, Chorley, Lancs

OPERATION WOLF

914,830 Martin Hills, Sittingbourne, Kent
OUT RUM
 31,065 250 Kieran Kelly, Cloughborough, Leics

PAPERBOY

1,07,150 David Pocock, S Croydon, Surrey
POWERDRIFT
 2,007,272 Mr B, Colne, Lancs

RAINBOW ISLANDS

90,999 Colin Tracey, Colchester, Essex
RICK DANDEROUS
 744,560 Casey Gallacher, Reading, Berks

ROADBLASTERS

3,245,336 A Lepri, Genova, Italy
ROBOCOP
 374,210 Philip Newland, Beckenham, Kent

SILKWORM

3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
 22,600 Phil Rand, C+VQ

SPACE HARRIER

7,566,280 Allen Black, Darborough, N Hants
STARGLIDER II
 265,450 Kevin Griffiths, Wolverhampton, Staffs

STRIDER

599,850 Martin Hills, Sittingbourne, Kent
SUPER HANO-DN
 22,118,682 Richard Shaw, Keyworth, Notts

WORD OF SODAM

447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
 274,370 Petri Nissi, Finland

XEND II

7,692,260 David Hansson, Partille, Sweden
DOUBLE DRAGON II
 201,774 Darren Payne, Oxford, Oxford

FORGOTTEN WORLDS

689,600 Fraser Spears, Birmingham
MYTH
 65,668 Chris Thompson, Chorley, Lancs

NEW ZEALAND STORY

560,320 Chris Thompson, Chorley, Lancs
OPERATION THUNDERBOLT
 1,000,298 Chns Thompson, Chorley, Lancs

Intron

GROUNDSEL is a plant with all the attributes of a first-class MONDAY are capable of almost any system. Groundsel is not in the ground. There is, of other, that are caused by the form of treatment of weed hosts and the results were obtained early 1980s when a rhododendron was used.

its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

groundsel suffers from a rust disease. This is called puccinia leucophora and its symptoms are small brown pustules on the leaves and stems.

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results are devastating: stems of

problems in modern. The most obvious ultimate failure

shown in the case was ex-
onomers
BUT
CO's

BET
BELIEF

NEW
BLO

The realisation of a telescope in space offers the beginnings and foretell an end says **Nicholas**

NEXT WEEK NASA launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 34 inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visible light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, NASA lobbied hard for this "Large Space Telescope" using all it had at its command,

tion," adds Peter Jakobsen. Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primer dust clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies."

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of \$7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beagle tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. "The wasn't. The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. 'We'll have a far harder look at the Milky Way, so we may find out what causes star formation,'" adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primer dust clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies."

photon-counting techniques developed by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's vision well into the ultraviolet, radiation which is normally absorbed by atmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in NASA's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant's pointing ability is equivalent to Hubble's. "They're the sort you'll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg.

the large...
...the large...
...the large...

Hubble was always intended a long term project. Astronomers are already looking at the second set of solar and violet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths."

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator. Europe has a 15 per cent stake in the project so that British astronomers are extensively involved in the project. Another UK connection concerns the all important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

For Eagle eyes only.

COMPETITION RESULTS

Here are the results to the comps held in the April edition of C+VG. All Megacomp claims have been sent to US Gold and are currently being processed, so if you're a winner, expect your prize to appear within the next four weeks.

APRIL HOTLINES

LINE ONE - MEGADRIVE

Coo heck! JOHN STOKES of BASILDON is the lucky, lucky winner of this dead raunchy megacomp console.

LINE TWO - COPIES OF E-MOTION

Very E-motional giveaway, this - 10 copies are going to...

TERRY HALL, BEXHILL-ON-SEA, E SUSSEX; NEIL BURROWS, RAINHILL, MERSEYSIDE; M PARKER, NEWPORT, GWENT; CHRIS WATTS, REDHILL, SURREY; SIMON BICKNELL, LYMINGTON, HANTS; G WALL, WALLSEND, TYNE & WEAR; STEVEN PEARSON, HUDDERSFIELD, W YORKS; NATHAN HILL, WOKING, SURREY; RICHARD CHAPPELL, WAKEFIELD, W YORKS; NEIL SNEDDON, GLENROTHES, FIFE.

LINE THREE - £150 WORTH OF SOFTWARE

Smashing through WAYNE DAVIES door in STEVENAGE very soon will be a ginormous parcel of software. Hurrah!

LINE FOUR - MAN UTD GAMES

Up the reds! Ten copies of Mancheeter United are going out to...

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THE C+VG CHALLENGE

Got a couple of records in the highecore tablee? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rend or Julian Rignell - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highecore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

| | |
|---------|-------|
| NAME | |
| ADDRESS | |
| TEL NO | |
| GAME | |
| SCORE | |
| GAME | |
| SCORE | |
| GAME | |
| SCORE | |

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Get Gold Fever again! Bought World Cup fever! In fact they've got it so bad that they've giving away a chance to win two tickets to the World Cup final in Italy. Imagine - you could be there to see England lift the Cup (apologies to all our non-English viewers out there, but we have to be patriotic). The only catch is that one of the two who go on their Italy holiday must be over 18. Right, to stand a chance of winning these truly incredible prizes, all you've got to do is answer the following questions correctly. They're not hard, and anyone who likes football should be able to answer them.

When you've got the answers fill out the form below and post it on to us as quickly as possible to: **ITB TRIP OFF WITH 1986 FORM, WE'RE ALL OFF TO ITALY! CUP, CAVG, EMORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** The closing date is June 1st. After that, we'll be putting the entries into a bag, and the first correct one pulled out will win its send-off trip for two to the World Cup final in Italy. Better do your aches on now.

THE QUESTIONS

1. Who won the 1970 World Cup final?
2. When did England win the World Cup final?
3. Which country hosted the World Cup finals in 1986?
4. What colour is Italy's strip?
5. Which England player scored 6 goals during the 1986 tournament?

ANSWERS

1.
2.
3.
4.
5.

NAME.....

ADDRESS.....

POSTCODE.....

TEL NO.....

IF YOU ARE UNDER 18 PLEASE GET YOUR PARENT OR GUARDIAN TO SIGN HERE.
IF THE ABOVE NAMED ENTRANT WINS THIS COMPETITION, I CONFIRM THAT I WILL TRAVEL TO ITALY WITH HIM/HER.



TO THE WORLD CUP

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IMPOSSAMOLE

BY GREMLIN



▲ Skeletons and bats inhabit the Kiondika level.

Monty Mole became a national hero during the Miners' Strike. His coal-punching antics brought him, and Gremlin, untold fame and fortune in the form of substantial coverage on News At Ten and the considerable sales which followed. Never ones to miss out on a spot of money-making, the Sheffield sofco released two more games based on the lovable earth-tunneler, *Monty On The Run* and *Aul Weidersahen*. Monty. Everyone thought that, once Monty had reached his island paradise of Moladavia, he would be left in peace, but no such. He's back, only now he's a Supermole, complete with cape!

And how has this come about? An alien race, overrun by an enemy force controlled by the infamous Five Guardians, has been monitoring Monty's escapades over the

years and has decided that, given the correct powers, he can overthrow the invaders and return the planet to normality. Never one to turn down a plea for help, Monty

▼ *In the Amazon, Monty is beset by deadly humming birds and monkeys.*



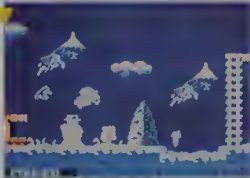
▲ Ice Land, home of abominable snowmen and short axe-men.



REVIEW

The Spectrum's colour scheme make *Ice Land* look especially chilly.

MOLE



accepts and, in his new persona, sets out to defeat those baddies and receive a big wad of dosh in the process. What ensues is over 200 screens of platform antics spread across five distinct levels, in which Monty must annihilate the intruders using his fists and, should he find them, bombs and a bazooka. If any of the enemy should come into contact with him, Monty will lose energy, luckily, strewn across the planet

are cans of worms which, when picked up, add to our hero's strength bar. Also to be found are shops where Monty can purchase useful items - should he find enough cash to pay for them!

UPDATE

C64 and Amstrad versions are also on the shelves as you read this, both priced at £9.99 on cassette and £14.99 on disk.

SPEC £9.99

The number of decent, cheap platform games on the Spectrum makes it tough for this version of *Impossamole* to make a good impression. It suffers from obscure, blobby sprites and like the ST version, it's frustratingly difficult from the outset.

OVERALL 70%

AMIGA £19.99

Plays pretty much like the ST version, but earns extra points for its terrific soundtrack and slightly improved graphics.

OVERALL 77%

ST £19.99

I loved the original Monty games, and was looking forward to this turbo-charged version very much - but unfortunately it's turned out to be a bit of a disappointment. My main gripe is that it's incredibly frustrating. Take the collecting of bombs, for instance, there isn't any sort of indication as to how many you are actually carrying and, if you walk into an area expecting to blow up the baddies and suddenly find that you're out of explosives, you're more than likely to be killed. Also, you can pick up weapons such as bazookas and blast away to your heart's content. However, slay too far away from the place where you collected your gun and it mysteriously disappears, leaving you with only your feet to defend yourself. *Impossamole* looks and sounds very jolly, but at the end of the day it just doesn't have anything special to make it stand out.

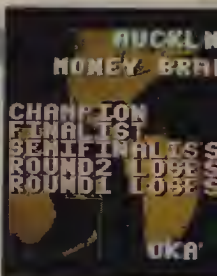
PAUL RAND

GRAPHICS 78%
SOUND 71%
VALUE 69%
PLAYABILITY 72%

OVERALL 70%



▲ Let's have a look at the old scoreboard...

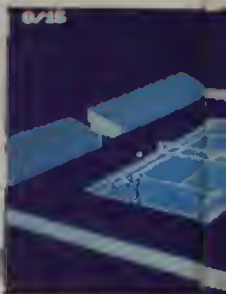
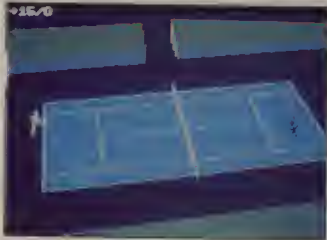


▲ A heap of cash awaits the best players in the A...

INTERNATIONAL 3D TENNIS

BY PALACE

▼ The grandstand view.



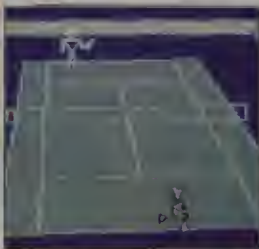
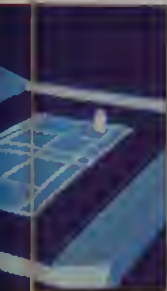
WORLD BREAKDOWN

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 \$7918
 \$3858
 \$1979

KAY

in the Auckland tournament.

NAL HIS



▲ Don't look much like Pat Cash and Jimmy Connors do they?

Sensible Software, creators of such classics as Wizball, Paralex and the Shoot 'em up Construction Kit, have been lying dormant for some time, tinkering with new routines and graphic systems. Now they've finished tinkering and here's the result - International 3D Tennis.

Whereas previous games of the genre have relied on a semi-3D, birds-eye view of the court showing two solid players, International 3D Tennis utilises a revolutionary three dimensional display which can be twisted and turned to access a number of different camera views. The players are vector graphic, and can bend, run across the court and hit the ball with the best of 'em.

At the start of a game there are a variety of options, letting you select one or two-player matches, which type of court you wish to play on (carpet, clay, grass and cement), choose your skill level (there are four) and set the computer level (there are fifteen). You can also choose to enter a tournament or, best of all, play a season. This is an ongoing situation in which you can enter all famous tennis tournaments (and many you mightn't have heard of) in an

attempt to win as much money as possible. The better the cash prizes in a tournament, the better the competitors - get her enough in a pro tournament and you might get to play world famous players!

C+VG HIT!

UPDATE

Coming soon are versions of International 3D Tennis for Amiga, ST and Spectrum. The Spectrum version is a monochrome copy of the 64 game which, from what we've seen, is as good as the version reviewed here. The 16 bit games are also looking terrific - Amiga International 3D Tennis has a superb title tune, and there's also some of the best sampled speech yet heard on the machine!

REVIEW

C64

£9.99

I've never been a big computer tennis fan - apart from the ages-old Match Point on the Spectrum. Most have been lacking in either presentation or gameplay, or sometimes both. International 3D Tennis on the other hand, is a breakthrough both in tennis simulations and C64 programming in general. No-one could fail to be impressed by the awesome graphics system - the stick-man players may look basic in these static screenshots, but when you see them moving about, hitting the ball and even shaking hands at the end of a match it's real eye-popping stuff. Another fantastic feature is the stack of different camera views which you're able to access, from vertical and side displays to a long-range shot of the whole centre court stadium. Playability, though, is the most important factor of any game, and International 3D Tennis has it in abundance. The amount of control which you possess over shots is staggering - you can spin the ball in a variety of directions, choose whether to serve automatically or manually and of course, depending on the height and position of incoming balls you can play all of the real tennis moves such as backhands and lobbs. International 3D Tennis may sound complicated and, for a while, it is. But perseverance reaps its own rewards, and once mastered, International 3D Tennis offers the best tennis action you're ever likely to experience off court.

PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 95% |
| SOUND | 78% |
| VALUE | 94% |
| PLAYABILITY | 92% |
| OVERALL | 94% |

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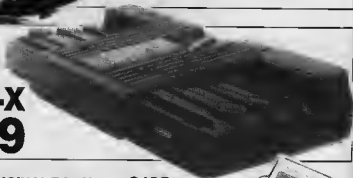
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▲ Pretty title screen, innit?

NINJA SPIRIT

BY ACTIVISION

It's not all Bruce Lee videos and black polo necks if you're a ninja, you know. A few members of this well-hard brotherhood of sword-wielding orientals actually have to do a bit of work to earn their daily dum sum.

The arduous labour in question is to rid the world of a tribe of eastern bad guys whose crimes, though they remain nameless, are the kind that even the likes of Fu Man Chu would shudder at.

Grasping one of four handy weapons - sword, Deathstar, dynamite or laser-soon razor blade - the testy

ninja hurls himself into battle laughing in the face of sword-men and tweaking the nose of diving wolves. He leaps boisterously against perilous lock faces and scoops up

crystals which conjure up shadow ninja spirits, extra energy or emergency flame ropes. Who needs Mars bars when life is as exciting as this?

▼ The buddha transports you to the start screen.



AMIGA £24.99

Let's face it, when you've got a mediocre coin-op, even the most accurate conversion couldn't turn it into the hottest thing since curried chilli. On the action scale *Ninja Spirit* is more of a very mild chicken curry; a fun but unoriginal slash 'em up with mega jumps and a choice of weapons to give it that extra dash of style. On the whole, Activision has made a pretty good job of the conversion - the graphics are faithful to the original and feature a few nifty animated weapon effects. On the downside, the collision detection is dodgy and the controls are a tad on the sluggish side. It all adds up to a fairly standard Ninja slice which some people might find just a touch too hard.

GORDON HOUGHTON

GRAPHICS 77%
SOUND 63%
VALUE 72%
PLAYABILITY 71%

OVERALL 67%

UPDATE

A bit version are expected soon. We haven't seen them yet, but there shouldn't be any major differences in gameplay.

ST £24.99

Identical to the Amiga version right down to the ninja slippers, the ST looks and sounds exactly the same. It's good - but not that good.

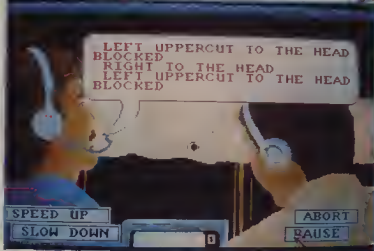
OVERALL 67%

REVIEW

► AMIGA

WORLD CHAMPIONSHIP BOXING MANGER

BY GOLIATH GAMES ▼ The commentators provide the 'view' of the fight.



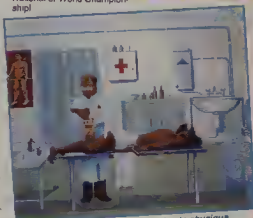
Want to be the next Terry Lawless? You won't need a bullet-proof vest to play World Championship Boxing Manager, but you will need a shrewd mind and a fair bit of skill.

After selecting your boxers and exchanging contracts you select at the start of the game, the scene switches to the main play area, the manager's office. It's from here that most of the day-to-day decisions are made, by clicking the cursor on various items such as the telephone (to keep in touch with your scouts or to arrange fights with promoters) to the filing cabinet, in which is stored all sorts of information, from the boxers' contracts to inside info on other fighters. There are times when you need to leave the comfort of your seat, to go and check each boxer's physical fitness in the Physio room, for instance, or to advise on training schedules in the Gym. Come fight-night (which you're informed of by post), you're given the

option of going down to the venue in your flash Ferrari (and who says there's no money in fighting?), where you're given a blow-by-blow account of the bout. Beat the opposition and you'll go up in the ranks - get high enough and you can go for the Area, National or World Championship!

UPDATE

ST and PC versions (both costing £19.95 are imminent as are C64, Spectrum and Amstrad versions, all of which are priced £9.95.



▲ The physio gate to work on our boy's physique.

AMIGA

£19.95

I can't ever remember seeing a boxing management game until World Championship Boxing Manager, and any which follow are going to have to be a bit nifty to match it. Everything has been designed to make the game as playable as possible whilst making the player feel as though he is actually in that office, making tough decisions concerning the future of the boys on your payroll. Graphics aren't exactly brilliant, but they're not terrible either, and there are some quite humorous touches such as the lardy secretary who comes complete with short skirt and overflowing chaff. Working out contracts is crucial - promise too many fights in a year and you may find yourself struggling to keep those promises, which in turn means the loss of a fighter to a rival manager. The fight sequence is imaginatively done and instead of seeing the two boxers slug it out on-screen, you're informed of the action by two commentators. This might sound a bit on the dull side, but it does work and is actually informative because the commentary gives you hints as to which areas your boy needs extra training in. World Championship Boxing Manager may not have the blood, sweat and tears of the real fight game, but it more than makes up for that in terms of playability and long-term addictive qualities. A quality purchase which makes a change from all those footy management sims coming out of the woodwork at the moment.

PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 73% |
| SOUND | 69% |
| VALUE | 87% |
| PLAYABILITY | 85% |

OVERALL 80%

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Amiga - April - £24.99
Screen shots from IBM and CBM disk versions.

WIN THIS!!!



Got a spare brain? Fancy winning the picture? Well, why not

This big, beautiful thing is actually the box artwork for 'Tutankhamun and the Rainbow Arts' - a test and quest which was reviewed last month and earned a deserved C+VG HIT!

And it could be all yours - either to hang on the wall and admire forever, or to draw sketches and willies on. Whatever you like.

But you have to win it first - and to win it you have to answer the following easy peasy lenny-esque questions about famous paintings! If you've got half a brain, you should be able to do them right. If you've got less than half a brain, tough happens.

By the way, the winner will be

1. Who painted the Mona Lisa?

2. Who painted the ceiling of the Sistine Chapel?

3. Who painted the self-portrait of Vincent van Gogh?

4. Who painted Julian Assange's bathroom?

5. Who painted the Mona Lisa?

6. Who painted the ceiling of the Sistine Chapel?

7. Who painted the self-portrait of Vincent van Gogh?

8. Who painted Julian Assange's bathroom?

Got all the answers? Write them on the back of a postcard or sealed envelope and send it off to: **WHEN IT COMES TO BLOWING OFF I'M THE LOUDEST IN MY HOUSE COMP, C+VG, PRIORY COURT 30-32 FARRINGTON LANE LONDON, EC1R 3AU.** Closing date is June 31st - after that we'll be putting all the entries into a sack, and the first correct one (or the first one that makes us laugh) pulled out will win its sender that fab painting.

1989

WINNER

8 BIT

BEST SIMULATION

GOLDEN JOYSTICK AWARDS



WHAT'S THE SCORE?

ACE RATING 915

'Gameplay is dead smooth and the package as a whole makes an extremely attractive proposition.'

CRASH 90%

'The graphics — superb, instructions comprehensive and game play and addictivity are all brilliant.'

AMSTRAD ACTION 87%

'its complexity ensures a long and enjoyable game life.'

ZZAP 90%

'The best overhead footy sim we've seen so far.'

TGM 89%

'Fast action makes it far more playable than other soccer games.'

C&VG HIT.

BEST SIMULATION — 8 BIT.
(Golden Joystick awards)

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► **AMIGA**

PERSIAN GULF INFERNO

REVIEW

AMIGA
£19.99

Crikey, what a spiffing little game this is! Persian Gulf Inferno is packed with shoot 'em up action aplenty, as you storm around the oil platform, killing terrorists and collecting new guns with which to perform your mesmeric antics. The character sprites are small, but well animated and, when you choose to use a new weapon such as the shotgun or Uzi, the respective gun can be clearly seen in your sprite's hands. All of the sound effects in the game are sampled and they work really well too, especially the shouts of the terrorists as they appear on-screen. But this isn't just a lesson in international heising: there's a job to do, and with only five lives and thirty-five minutes to complete your assigned task, you'll find time very tight indeed. Persian Gulf Inferno isn't the sort of game which you'll be playing well into the night for weeks on end - in fact, its long-term quietilities are very questionable indeed. However, I've enjoyed playing it because it's fast-moving and fun, so if you've got a bit of spare dash left over from Easter you could do worse than take a butchers at Persian Gulf Inferno.

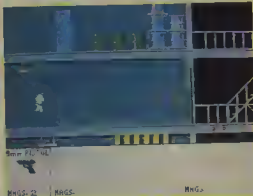
PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 79% |
| SOUND | 87% |
| VALUE | 73% |
| PLAYABILITY | 78% |
| OVERALL | 79% |

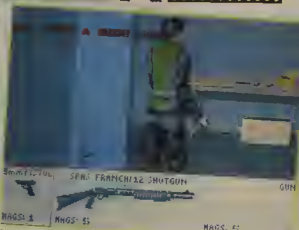
BY MAGIC BYTES

Terrorism has been growing steadily more widespread and daring over the past decade. Bombs, assassinations and other such unsavoury practices have become an unfortunate fact of life. But never before has the world been in such a grip as now. One of the organisations most active in the international violence game is reported to have stolen a nuclear warhead from a US bomber which crashed while on a routine spying mission over Iran.

▼ Another terrorist gets his.



▼ First floor, going up. Menswear, military hardware, and tea towels.



▲ Find the armoury and you can collect some hefty fire power.

clear warhead from a US bomber which crashed while on a routine spying mission over Iran.

It was only a matter of time before they would put their terrifying new toy to use, and that time is now. The terrorists have overrun the newest oil platform in the Persian Gulf and are threatening to detonate the warhead, killing themselves, their half-dozen hostages and a quarter of the population of the southern hemisphere in the process.

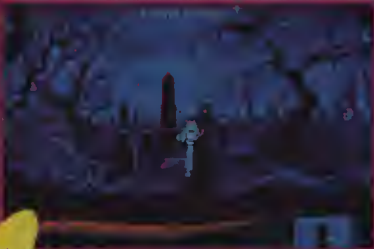
And guess who's just received a phone call from an anxious President asking for a one man army to go in, rescue the hostages and defuse the bomb? With just an eight-shot revolver for company, you have to race around the multi-level platform, searching rooms for weapons, explosive charges, door passes and, of course, captive ng workers. Once you've released the hostages it's time to go and find that nuclear warhead. But be careful, one wrong snipped wire will spell more than a bad headache!

UPDATE

Expect an ST version to hit the shelves in late June (priced £19.99) accompanied by Spectrum, C64 and Amstrad versions (each with a £9.99 price tag).

For seventeen years, Bobbin Threadbare has been brought up as a low achiever in the Guild Of Weavers on the island of Loom. He was content with his life, despite the Elders' strange insistence that he should not be allowed to attend school or make friends. One day, though, everything was made startlingly clear when he heard his adoptive mother, HAVING an argument with the Elders who settled the disagreement by changing her into a cygnet.

From what they were saying, Bobbin realised that he isn't the dim-wit people want him to believe: he is, in fact, a child of the Loom, pulled out of the Guild's source of magical power, and so poses a threat to the centuries-long grip which the Elders have held over the community.



Loom

BY LUCAS-FILM/US GOLD

Armed from the outset with only a simple Opening spell, Bobbin must travel the world and seek his destiny, aided by the wisdom of his cygnet-mother.

Bobbin's quest unfolds before your very eyes in the latest interactive movie from the Lucasfilm stable. While displayed in a similar fashion to the Indy and Zak McKracken games, the programmers have done away with typed commands completely, and a simple click of the mouse over an object or area of the screen is enough to make Bobbin carry out the required action. An unusual feature of the game is the instruction manual - it's stored on a cassette and takes the form of a story spoken over a background of suitably spooky, mythical music.





UPDATE

Amiga and ST versions of Loom should be appearing at the end of June, but sadly, due to memory restrictions, no other versions are planned.

The secrets you reveal to Cygna's son
may be turned against us.

REVIEW

PC
£34.99

My hopes were high for Loom after the excellent Indy adventure, and the game meets with expectations in almost every way. If anything the graphic style works even better than in the previous titles, with lots of atmospheric (and occasionally rather comical) animation and screens of lavish backdrops. The cut-scenes which make this type of adventure stand out from the crowd are as enjoyable as ever to watch, and the different puzzles, ranging from finding required spells to working out how on earth to get into certain rooms without being hurled out, are taxing without being infuriating. But in spite of all its good points, Loom is marred by one flaw - it's just too easy. It took me only one six-hour session to get from beginning to end, as opposed to almost a full day's play in Zak McKracken, and for £35 I think you should get more for your money. Don't get me wrong - Loom is an extremely clever game which at times will have you tearing your hair out in sizeable chunks. Trouble is, it's TOO good - you won't want to leave it alone (I missed a lunch hour playing it!) but for a product which looks as though it could go on for ever, Loom is ultimately disappointing just because it's all over so quickly.

PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 94% |
| SOUND | 82% |
| VALUE | 70% |
| PLAYABILITY | 95% |
| OVERALL | 80% |



KEY SOFTWARE

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

**IMMEDIATE
DELIVERY OF
STOCK ITEMS
BY FIRST
CLASS POST**

[illegible]

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| SPECTRUM | | C4 | | AVERAGE | |
|----------|-------|------|-------|---------|-------|
| CASE | DISC | CASE | DISC | CASE | DISC |
| 5.50 | — | 6.00 | 10.00 | 5.50 | — |
| 5.50 | 12.00 | 6.00 | 12.50 | 5.50 | 12.50 |
| 5.50 | — | 6.00 | — | 5.50 | — |
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| 5.50 | — | 6.00 | 12.50 | 5.50 | — |
| 5.50 | — | 6.00 | 10.00 | 5.50 | — |
| 5.50 | 12.50 | 6.00 | 10.00 | 5.50 | 12.50 |
| 5.50 | — | 6.00 | — | 5.50 | — |
| 5.50 | — | 6.00 | 10.00 | 5.50 | 12.50 |
| 5.50 | 12.50 | 6.00 | 12.50 | 5.50 | — |

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| | 24.95 | 18.75 | — |
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| 13.75 | 13.75 | — | — |
| 19.95 | — | — | — |
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| 19.75 | 12.75 | — | — |
| 13.75 | 18.75 | 18.75 | 18.75 |
| 13.75 | 13.75 | 18.50 | — |
| 13.75 | 13.75 | — | — |
| 16.75 | — | — | — |
| 16.75 | 16.75 | 16.75 | 16.75 |
| 16.75 | 12.75 | 12.75 | 12.75 |
| 16.75 | 18.75 | 18.75 | 18.75 |

| COMPILATIONS | | AMEBA | 8 |
|---------------------------------|-------|-------|-------|
| Tristar | 19.75 | 19.75 | 19.75 |
| Double Dragon | 19.75 | 19.75 | 19.75 |
| Metamorphosis 2, Zyntra | 18.75 | 18.75 | 18.75 |
| Save Back Room of the Jail | 19.75 | 19.75 | 19.75 |
| Let's Start a Revolution | 19.75 | 19.75 | 19.75 |
| Operation Breakout, Soccer Ball | 19.75 | 19.75 | 19.75 |
| Wing, Silhouette | 19.75 | 19.75 | 19.75 |

| GAMES | | AMEBA | 8 |
|----------------------|-------|-------|-------|
| [OUT OF THE BOXES] | | 19.75 | 19.75 |
| AMES | 19.75 | 19.75 | 19.75 |
| AMES II CHANCE 3D | 19.75 | 19.75 | 19.75 |
| AMES III CHANCE 3D | 19.75 | 19.75 | 19.75 |
| POWER STRIKE | 21.75 | 21.75 | 21.75 |
| POWER STRIKE | 21.75 | 21.75 | 21.75 |
| B TYPE | 21.75 | 21.75 | 21.75 |
| AMES II (Single Pl.) | 21.75 | 21.75 | 21.75 |
| AMES II | 21.75 | 21.75 | 21.75 |

15 YARD FRONT
BALL DOWN POINT
BASEBALL
CASH L. VANAN
DU CHAND
CONQUEST KING
CONQUEST KING 3
CONQUEST KING JR
DUGA HUNT
K. C. BROWN
GRIFFIN W. GORDON
GOFF
GORDON
GRANITE
GRANITE
HOLMAN ALLEY
K. C. LUMBER
KANE WARRIOR
K. C. LUMBER
KUNG FU
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BASIC SET
8 Control Pods - SUPER MARIO BROTH
DELUXE SET

| | |
|---------------------------|-----|
| DO HARDWARE | |
| IN DUCK HUNT and GYROMITE | 25. |
| IN KYSERBOK | 26. |
| IN REMOTE CONTROL JOYPAD | 26. |

Compaq, 8 Central Pads, (HANG ON built in)
SAGA MASTER SYSTEM PLUS
Compaq, 8 Central Pads, Light Phaser
(SAFARI built in) and HANG ON built in)
SAGA SUPER SYSTEM
Compaq, 8 Central Pads, Light Phaser

| | | |
|---|----------------|----|
| 0 | SEGA JOYSTICK | 12 |
| 0 | LIGHT PHASER | 25 |
| 0 | LIGHT PHASER * | 87 |
| 0 | 3 D GLASSER | 35 |
| 0 | NAMED PER UNIT | 81 |

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|---------------------------|----------------|------|
| GAME | COMPUTER | COST |
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Good Luck

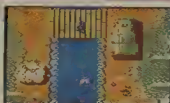
THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

| THIS MOH | LAST MOH | GAME | COMPANY | SPE | C 64 | AMS | AMI | ST |
|----------|----------|-------------------|------------|-----|------|-----|-----|----|
| 1 | 2 | FANTASY DIZZY | CODE MSTRS | ● | ● | ● | ● | ● |
| 2 | 1 | PAPERBOY | ENCORE | ● | ● | ● | ● | ● |
| 3 | - | ROCK STAR | CODE MSTRS | ● | ● | ● | ● | ● |
| 4 | 5 | RAINBOW ISLANDS | OCEAN | ● | ● | ● | ● | ● |
| 5 | - | THOMAS TANK ENG | AT RNAT | ● | ● | ● | - | - |
| 6 | 3 | IKARI WARRIORS | ENCORE | ● | ● | ● | ● | ● |
| 7 | 9 | BATMAN | OCEAN | ● | ● | ● | ● | ● |
| 8 | - | CAPTAIN BOO | SMASH | ● | ● | ● | ● | ● |
| 9 | 4 | BUGGY BOY | ENCORE | ● | ● | ● | ● | ● |
| 10 | 6 | CHASE HQ | OCEAN | ● | ● | ● | ● | ● |
| 11 | - | PLATOON | HIT SQUAD | ● | ● | ● | - | - |
| 12 | 10 | TREASURE DIZZY | CODE MSTRS | ● | ● | ● | ● | ● |
| 13 | 13 | 1943 | KIXX | ● | ● | ● | ● | ● |
| 14 | 18 | FOUR SOCCER STARS | CODE MSTRS | ● | ● | ● | - | - |
| 15 | 11 | GHOSTS GOBLINS | ENCORE | ● | ● | ● | ● | ● |
| 16 | - | IK+ | HIT SQUAD | ● | ● | ● | ● | ● |
| 17 | - | SUPERLEAGUE | CULT | ● | ● | ● | - | - |
| 18 | - | WORLD CHAMPIONS | E&J | ● | ● | ● | - | - |
| 19 | - | BIONIC COMMANDO | KIXX | ● | ● | ● | ● | ● |
| 20 | - | ARKANOID | HIT SQUAD | ● | ● | ● | ● | ● |



▲ Paperboy - Number 2



▲ Ikari Warriors - Number 6



▲ Chase HQ - Number 10

Budget, budget everywhere, and only Ocean have the products to fight those cheapo blues. Fantasy World Dizzy and Paperboy remain the unconquered kings of budget software,

actually swapping positions from last month. Rock Star, now out on all formats is making big news, and deservedly so, it being one of Code Masters more entertaining products.

| | | | | |
|----|----|------------------|------------|-----|
| 1 | 4 | Manchester Utd | Krisalis | 93% |
| 2 | 2 | Italia 1990 | Code Mstrs | 28% |
| 3 | 8 | Rainbow Islands | Ocean | 93% |
| 4 | 6 | Advanced Ski Sim | Code Mstrs | 66% |
| 5 | 7 | Captain Blood | Smash 16 | 75% |
| 6 | 10 | Bomber | Activision | 89% |
| 7 | - | Player Manager | Anco | 85% |
| 8 | - | Orum Studio | Players | 69% |
| 9 | S | X-Out | Rainbow A | 92% |
| 10 | - | Infestation | Psygnosis | 80% |
| 11 | 9 | Op Thunderbolt | Ocean | 89% |
| 12 | 18 | Chase HQ | Ocean | 93% |
| 13 | 12 | Kick Off | Anco | 84% |
| 14 | - | 688 Attack Sub | EA | 84% |
| 15 | - | Turbo Outrun | US Gold | 80% |
| 16 | 19 | Ninja Warriors | Virgin | 86% |
| 17 | - | Extra Time | Anco | 79% |
| 18 | 1 | TV Basketball | Mirrorsoft | 93% |
| 19 | - | Untouchables | Ocean | 89% |
| 20 | - | Black Tiger | US Gold | 80% |

Football topples basketball in the Amiga chart, but atop all these sterling products equals the clunky Italia 1990. Soccer aside, it's pretty much a mixed bag, and the new products are finally clearing out the Christmas releases.

PG'S TIP FOR THE TOP

MIDWINTER: Delayed on the launch pad, but this is definitely going to make an impact when it finally takes off at the start of May.



Corl Budgateville, Arizona! The only full price software house making headway in the C64 market at the moment seem to be Ocean with Rainbow Islands and Batman, and even those two are on the wane. The rest of the top twenty la budge gear, most of which is okay, but how has cruddy Paperboy managed to stay at the top for so long?

PG'S TIP FOR THE TOP

TURRICAN - Transmouche arcade adventure from the makers of Demaria. Bound to do well.

| | | | | |
|----|----|------------------|-------------|-----|
| 1 | 1 | Paperboy | Encore | 68% |
| 2 | - | Fantasy Dizzy | Code Mstrs | 81% |
| 3 | 5 | 1K+ | Hit Squad | 91% |
| 4 | 2 | Buggy Boy | Encore | 93% |
| 5 | 7 | Mid 29 | Code Mstrs | 49% |
| 6 | 10 | 1943 | Kixx | 49% |
| 7 | 12 | Platoon | Hit Squad | 85% |
| 8 | 4 | Rainbow Islands | Ocean | 87% |
| 9 | - | Bionic Commando | Kixx | 90% |
| 10 | 3 | Ikari Warriors | Encore | 89% |
| 11 | - | Batman the Movie | Ocean | 90% |
| 12 | 14 | Four Soccer Sims | Code Mstrs | 70% |
| 13 | - | Thomas Tank Eng | Alternative | 77% |
| 14 | - | Ghosts & Goblins | Encore | 91% |
| 15 | - | Arkanoid | Hit Squad | 85% |
| 16 | - | Rock Star | Code Mstrs | 80% |
| 17 | - | World Champions | E&J | 77% |
| 18 | - | Night Raider | Kixx | 49% |
| 19 | - | Wonderboy | Hit Squad | 62% |
| 20 | - | Future Bike Sim | Hi Tec | 78% |



ATARI ST TOP 20

| | | | | |
|----|----|--------------------|------------|-----|
| 1 | 1 | Rainbow Islands | Ocean | 88% |
| 2 | - | Midwinter | Rainbird | 96% |
| 3 | 6 | Captain Blood | Smash 16 | 75% |
| 4 | 2 | Italia 1990 | Code Mstrs | 28% |
| 5 | 8 | Player Manager | Anco | 89% |
| 6 | - | SAS Combat Sim | Code Mstrs | 67% |
| 8 | 14 | Bomber | Activision | 89% |
| 9 | 15 | Chaos Strikes Back | Mirrorsoft | 96% |
| 10 | 5 | Op Thunderbolt | Ocean | 89% |
| 11 | - | Manchester Utd | Krisalis | 93% |
| 12 | - | Black Tiger | US Gold | 80% |
| 13 | - | Rock Star | Code Mstrs | 80% |
| 14 | - | Prohibition | Smash 16 | 70% |
| 15 | 3 | Supercars | Gremlin | 82% |
| 16 | - | Macadam Bumper | Smash 16 | 71% |
| 17 | 12 | Batman The Movie | Ocean | 91% |
| 18 | - | Xenomorph | Pandora | 93% |
| 19 | - | X-Out | Rainbow A | 86% |
| 20 | - | League Challenge | Atlantis | 70% |

Rainbow Islands holds onto its position at the top, and is joined by the fabulous Midwinter. The budget house are earning a pretty penny with some tidy products, but it's a shame the dire itelle 1990 is still hanging around the upper reaches of the chart.

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: The best arcade conversion Domerk heve ever done - brilliant!

SPECTRUM TOP 20

| | | | | |
|----|----|--------------------|-------------|-----|
| 1 | 1 | Fantasy Oizy | Code Mstrs | 81% |
| 2 | 5 | T1 Oizy | Code Mstrs | 80% |
| 3 | 2 | Paperboy | Encore | 89% |
| 4 | - | Rock Star | Code Mstrs | 79% |
| 5 | 8 | 2 Plyr Superleague | Cult | 80% |
| 6 | 4 | Ikari Warriors | Encore | 80% |
| 7 | 3 | Ghosts & Goblins | Encore | 89% |
| 8 | 7 | Buggy Boy | Encore | 72% |
| 9 | - | Thomas Tank Eng | Alternative | 80% |
| 10 | 10 | World Soccer | Zeppelin | 70% |
| 11 | 14 | Batman | Ocean | 93% |
| 12 | - | Soccer Director | GTI | 76% |
| 13 | 17 | Renegade | Hit Squad | 84% |
| 14 | - | Four Soccer Sims | Code Mstrs | 70% |
| 15 | 11 | Platoon | Ocean | 85% |
| 16 | 19 | Beardsley's Footy | Bug Byte | 49% |
| 17 | - | Bionic Commando | Kixx | 86% |
| 18 | 9 | Chase HQ | Ocean | 97% |
| 19 | - | Match Day | Hit Squad | 70% |
| 20 | - | Arkanoid | Hit Squad | 30% |

At last Dizzy etoops to conquer the Spectrum chart! The egg-like adventurer takes the top two positions to prove the vastness of his following. Like the C64 chert, budget ebounds here, and similarly, Ocean are the only full price guys operating successfully in this market.

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: If the other versions are anything to go by, this should be greet on the Spectrum.

AMSTRAD TOP 20

| | | | | |
|----|----|--------------------|-------------|----|
| 1 | 1 | Fantasy Dizzy | Code Ms | |
| 2 | - | Thomas Tank Eng | Alternative | |
| 3 | 2 | Paperboy | Encore | |
| 4 | - | Rock Star | Code M trs | |
| 5 | 6 | Chase HQ | Ocean | |
| 6 | - | Pub Trivia | Code M trs | |
| 7 | 10 | Batman | Ocean | |
| 8 | 3 | Ikari Warriors | Encore | |
| 9 | - | 2 Plyr Superleague | Cult | 78 |
| 10 | - | World Champions | E&J | 79 |
| 11 | 8 | 1943 | K'xx | 6 |
| 12 | - | Night Raider | Kixx | |
| 13 | - | Platoon | H1 Squ | 94 |
| 14 | 13 | Spy vs Spy 2 | Hi ec | 85 |
| 15 | 5 | Buggy Boy | Encore | 90 |
| 16 | - | Champ Sprint | Altern v | 0 |
| 17 | - | Blasteroids | Kixx | 86 |
| 18 | 15 | Four Soccer Sims | Code M trs | 70 |
| 19 | - | Road Blasters | Kixx | 77 |
| 20 | - | Boxing Manager | oath | 88 |

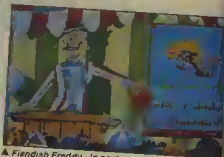
Afterburner - Megadrive



▲ Ghouls 'n' Ghosts - Megadrive

MEGADRIVE TOP 5

| | | | |
|---|---|-----------------------|-----|
| 1 | - | New Zealand Story | 94% |
| 2 | - | Super Real Basketball | 93% |
| 3 | 1 | Ghouls 'n' Ghosts | 94% |
| 4 | - | Afterburner II | 88% |
| 5 | - | Air Diver | 80% |



▲ Fiendish Freddy - in next month, surely?

Alternative's TV licenses always seem to do well with Amstrad owners, and Thomas the Tank Engine seems no different. Will it be at the top next month? Fantasy World Dizzy (two months at the top) will be a tough egg to beat (arf arf!)

PG'S TIP FOR THE TOP

FIENDISH FREDDY'S BIG TOP OF FUN. Alas no eight of it this month, but this deserves a place in the chart next month.

Chase HQ - PC Engine



▲ PC Kid - PC Engine

PC ENGINE TOP 5

| | | | |
|---|---|-------------------|-----|
| 1 | 2 | PC Kid | 95% |
| 2 | - | New Zealand Story | 90% |
| 3 | 1 | Chase HQ | 88% |
| 4 | - | Paranoia | 83% |
| 5 | - | Gunhed | 96% |

PC ENGINE CHART

PC Kid takes top slot and it looks like he's there to stay. At least supplies of Gunhed are reaching these shores again, allowing it to return to the chart. This chart is compiled exclusively for C+VG by the groovy geezers at Spectresoft, Covent Garden.

MEGADRIVE CHART

It's all change this month, apart from the perennial favourite Ghouls 'n' Ghosts. Don't expect Air Diver to be in there next month, not with Super Monaco GP coming out (we hope). This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

FLY IN THE FACE OF DANGER

VENUS

THE FLYTRAP

Fight or be destroyed as you combat hordes of killer insects across 50 levels and 10 different worlds. Survival depends on your ability to master the controls of a superbly and the skill and judgement in using a multi-array of super weapons and bonuses.

A PC Kid - PC Engine

5

45%
10%
18%
13%
16%

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ect Air
Super
hert is
soft of

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Alpha House, 10 Carrer Street,
Spiffeld S1 4FS.
Telephone (0742) 733623

BULLET

RASTER RUNNER MASTERTRONIC

Riv up your light cycle and prepare to run rings around your opponent in this twin screen Tron game. Use your coloured force-trail to block in a three skill level computer opponent or if you have a friend who's up to it, a human one. The innovation of twin screens and the radar camera let you keep track of your opponent, but while you're looking away you usually end up driving into a wall. As these games go, Raster Runner is pretty smart but it's only at its best with two screaming players at the controls.

C64

£2.99

Funky music, shiny graphics and enjoyable gameplay. Worth three quid of anyone's money.

OVERALL 75%

AMSTRAD
£2.99

The over-zealous collision detection makes this version difficult, but not unplayable. Good.

OVERALL 70%

WONDER BOY HIT SQUAD

After the mega hit Wonder Boy, Hit Squad is a sequel that's worth a look. It's a platform game with a simple premise: you're a hero who has to save the world from a bad guy. The game is played on a grid and you can move in four directions. The game is played on a grid and you can move in four directions. The game is played on a grid and you can move in four directions.



3D PINBALL MASTERTRONIC

For extra realism the pinball table in this simulation is fitted into the screen, so you get a real perspective 3D view of the action. What this amounts to is a ball that grows smaller as it moves up the table, and though this is impressive for about a minute it doesn't really add an awful lot to the game, which turns out to be pretty dull. The actual table layout lacks any of the interesting features you'd find in a modern, well-used pin machine so if you're a pin freak you'll find it a rather sochber. It's yawnsome. Anyone new to this game though should be able to eke out a few hours' play out of this.

...the mag...
...the mag...
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...the mag...
...the mag...

SPECTRUM
£2.99

Not the pinnacle of Spectrum programming but mildly enjoyable in very mindless sort of way.

OVERALL 60%

AMSTRAD
£2.99

Just like the Spectrum version. Ok if you can't handle anything complex today.

OVERALL 64%

C64

£2.99

All the features of the other two versions but with chunkier graphics.

OVERALL 62%

SPECTRUM
£2.99

The 3D in this version is a bit screwy so the main hazard appears to be a gravitational vortex at the top of the table. Not so hot.

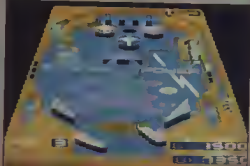
OVERALL 55%

C64

£2.99

The 3D turns out to be a weak gimmick, but the action is interesting enough to keep you occupied for a while.

OVERALL 72%



DOG EAT



PARALLAX
HIT SQUAD

C64
£2.99

One of Sensible Software's early classics. An excellent budget buy.

OVERALL 86%



SPECTRUM
£2.99

Slow, dull gameplay and poor graphics. Hardly the jewel in Hit Squad's crown.

OVERALL 39%

C64
£2.99

The worst of the bunch
Gameplay is as bad as the others, but the graphics are a total mess.

OVERALL 23%

AMSTRAD
£2.99

imagines a coloured-in version of the Spectrum game. Equally dismal in all respects.

OVERALL 40%



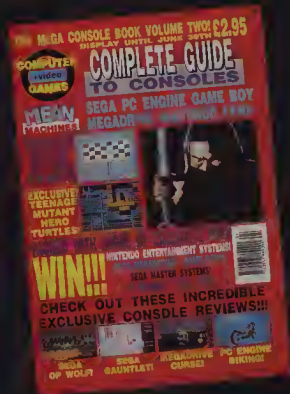
OVER
LANDER
NCOB

SPECTRUM
£2.99

A decent burn-up-the-road game with a fair few hours of blating built in.

OVERALL 75%

THE LEGEND RETURNS...



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BATTLE SHIPS ENCORE

If you're the sort of person who has neither friends nor squared paper, this could be the game for you. The ancient pencil-and-paper four-game has been stylised, computerised with a fairly intelligent enemy, and fancy graphics of battleships, aircraft carriers, submarines and torpedo boats glugging their way to a watery grave. It's a nice game of Battleships but no more enjoyable than the low-tech original, so you might as well save yourself a little money and buy a pad of graph paper and an HB pencil.

AMIGA
£4.99

Battleships is Battleships is Battleships. A good translation but only entertaining until the novelty wears off.

OVERALL 61%



HALLOWE'EN SILVERBIRD

Remember Oil and Ilsa, the ambulatory blobs from the old Silverbird platform game? Well, they're back (sort of) in Halloween. The storyline is difficult to follow, but apparently Oil's chum Arabella the fairy (who looks more like a witch) has baked a cake which exploded and blew 16 objects all over Oil and Ilsa's castle, and

now she has to return them. Before she can collect each item, though, she needs to collect a wand, which seems an unnecessary fiddle, but thus armed she can zap the nasty features which have infested the castle. Unfortunately, finding your way around the multitude of screens can be a bit confusing until you've worked out which doors lead to what.

curse, but once you've got that sorted out this turns out to be quite an enjoyable game. Arcade adventure fans - check it out.

SPECTRUM
£2.99

A good example of the sort of arcade adventure you see a lot on Spectrum budget labels.

OVERALL 78%



AS COMBAT SIM

A R

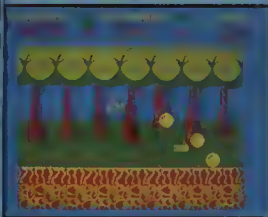
AMIGA
£4.99

Weak murdering-people game which makes a mockery of the Code Masters Seal of Approval.

OVERALL 50%



GET



HOPPIN' MAD ENCORE

Life is tough when you're a rubber ball, and even tougher when you're four rubber balls, as this surreal piece of software shows. The scrolling landscape is packed with enemies - bees, rocks, worms, and worst of all, nasty, spikey cactus plants - which your spherical quartet have to bounce over if they're to remain unpunctured. To progress to the next level you have to satisfy your balls' rubber fixation by col-

lecting a quota of drifting balloons. It's a brainless, jolly sort of game with adequate graphic and sound accoutrements, but the action is unlikely to get the pulse racing, even in a chronic engine patient.

AMSTRAD

£2.99

A cute but unexciting game. Buy it for your little sister.

OVERALL 67%



ENTER-PRIZE MASTERTRONIC

AMSTRAD

£2.99

Very stupid and annoying attempt at a space trading game which is about as enjoyable as eating live slugs.

OVERALL 39%

STREET WARRIOR SILVERBIRD

Just by coincidence, this cut down Double Dragon lookalike actually features the "Dragon" Gang! Naturally, you play the lone defender of niceness in this neighbourhood and it's up to you to punch and kick your way through the gang's ranks and teach their "Boss" the error of his ways. Downed thugs leave

C64
£2.99

A very simple beat 'em up that fortunately doesn't play as bad as it looks.

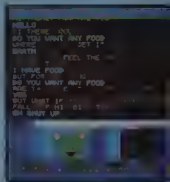
OVERALL 51%

their wallets for you to pick up and at the end of the level you can collect a bulging sack of cash to turn into extra lives, or a bomb to use on the next level. The combat is incredibly simple and the graphics could safely be described as gruesome, but the music is quite a good groove and an ardent basher-up could probably squeeze a couple of hours play out of Street Warriors.



Here's a space simulation which would seem to be boldly going where the likes of Elite have gone before, but unfortunately ends up in a Black Hole. The Enterprise is not kitted out for combat, so don't expect any exciting dog fighting. Instead, you have to glean thrills from choosing panels to trade with, then sending your craft and trying to buy and sell to very stupid aliens who reply to your sales pitches with such gems as "But what if Arnold C Bodsworth were to fall off his bike today? Hilarious, eh?" (such a surreal blend of alien comedy and ore marketing appeals

to you, this is the game you were born to play).



PUFFY'S SAGA UBISOFT

Puffy and his girlfriend, Puffy, are trapped in a weird world of mazes. Quite how they came to be there is uncertain, but they're there and it's your job to get them out. Twenty levels await the sphencal sweethearts, levels which are jam-packed with all manner of hazards from locked doors to energy-drain-

ing forcefields and, of course, a whole stack of baddies which include acrobat ghosts and fire-breathing dragons. To give you a helping hand there are a selection of items to collect, such as keys, extra weaponry (you begin with pretty feeble spilling capabilities) and, of course, loads of food to keep your pecker up. Puffy's Saga is an out-and-out Gauntlet clone, but a very good one. Cuts graphics, lots of sampled sound and music, and a hec-

tic dash around the many mazes ensure enjoyment from the moment the game's finished loading.

AMIGA
£24.99

It looks cute and plays rather well indeed. One of the better Gauntlet derivatives available.

OVERALL 82%

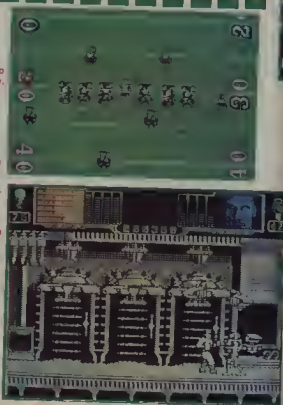
TV SPORTS FOOTBALL CINEMAWARE

Thirty-two! Eighteen! Those of you not in the know, that's a cry often heard by fans of American Football. You won't hear it in the C64 conversion of the classic Amiga title, but you do get some hard and fast footy, complete with a pra-gams commentator to give you the lowdown on exactly who is doing what and where. There's actually very little difference between C64 TV Sports Football and its 16 bit father. Graphically it's superb, with lots of animation screens such as the flip of the coin at the start, the 'talking' TV front-man, and the like. The main game too has been well programmed, although I would have liked more time to plan a move than the computer actually allows. Generally though a fine conversion of a great game (if Gridiron is your thing, that is).

C64
£14.99

A first rate American Football sim made even better by the inclusion of superlative graphics throughout.

OVERALL 84%



POWER-BOAT USA ACCOLADE

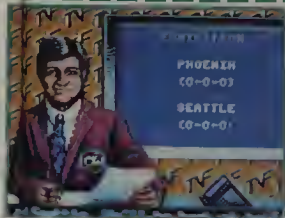
It's the boating season in America, but as we're all stuck here in chilly Blighty why not take to the seas in one of the craft offered by Accolade? There's a choice of boats, including the Don Johnson Special (?), and a selection of courses to race on. Just sign in at the registration post, go out for a qualifying lap and you're in the race! Watch out though, because if you over-rev or crash too often you'll damage your boat and that means time wasted in the repair shop.

Sounds dead exciting, but believe me it isn't. The different courses all look and feel exactly the same as each other, and there simply isn't any challenge, short-term or otherwise.

C64
£9.99

A poorly programmed arcade simulation, sporting badly-designed graphics and little in the way of playability.

OVERALL 31%



HAMMERFIST VIVID IMAGE

The Master has been a bit of a naughty boy, so two of his holographic fighters have appeared from their chamber and set out to close down his system. What follows is screens and screens of strategic killing, using Hammerfist to dole out lethal power punches and his female counterpart to leap and somersault around the various lava's. We looked at Hammerfist last month, and now we've got our mitts on the Spectrum and CPC versions which are actually very creditable conversions. The graphics are sharp (more so on the monochromatic Spectre game) and all the game-play found on the other versions exists in these two. A great start for a fledgling company.

SPECTRUM
£9.99

Monochrome graphics, but that doesn't harm the overall game which stands out as one of the better arcade adventures doing the rounds of late.

OVERALL 87%

AMSTRAD
£9.99

Practically the same game as that on the C64, with colourful graphics and well-hard gameplay.

OVERALL 88%

TOWER OF BABEL MICROPROSE

Here you are, stuck in the sprawling lower of Babel, with nothing save your wits and three programmable robot spiders to assist you in your escape. The spiders - Grabber, Pusher and Zapper, can be moved around the patchwork landscape and made to grab, push and zap objects and baddies, allowing easy access to the Klondike keys which open the routes to more demanding levels. The Klondikes are always heavily guarded in places which at first glance look inaccessible, but with a bit of cunning (and a good knowledge of how to exploit each ob-

AMIGA
£24.99

Tower Of Babel won't be to everyone's taste, but if you're big on strategy games and want something a little extra, check this out.

OVERALL 90%

ject's characteristics). Tower of Babel is an unusual game - no fast and furious blasting of enemy hordes, just good, honest arcade strategy made even more appealing by the pretty 3D graphics. You'll probably hate the first few goes, but beat a couple of the levels and you'll be hooked.



REVIEW

► C64 AMIGA

Evil professor Franz Dandruff's rejuvenation experiments have gone seriously wrong and instead of becoming eternally young he's ageing rapidly. The only way for him to restore his fading youth is to extract the bodily fluids from a virgin! Young lady to replace his own. Fortunately, he's kidnapped Pearly the girl in limbo dreams and in only twelve hours he plans to throw the switch and fix her try.

Between Death and Dandruff's rack are five sideways snuffing leeches crawling with the poison. Dandruff's failed genetic

FLIMBO'S

▼ Hurray, Flimbo's found a sec. of treasure room!

C+VG
HIT!



▼ Pearly's Spooks give a sec. of the version



C+VG HIT!

AMIGA
£24.99

Tennis Cup is one of the most innovative and complex simulations of the sport yet seen on 16 bit. The split screen perspective, even though it sometimes feels cramped, conveys the action brilliantly - both players can have the extra realism that 3D offers. Technically, too, the gameplay is accurate: the ball movement and shadows are nicely done, there are some matterings of aspaach and the players are well animated. Mastering the wide variety of strokes and services takes a lot of practice, but there are plenty of easy opponents to play against before challenging the real masters. What makes Tennis Cup so outstanding, though, is the presentation - apart from some niggly disk loading times, there's great scope for changing all the parameters from player statistics to the type, length and difficulty of a match. It's a game any tennis fan should get their hands on.

**GORDON
HOUGHTON**

| | |
|----------------|------------|
| GRAPHICS | 78% |
| SOUND | 80% |
| VALUE | 83% |
| PLAYABILITY | 86% |
| OVERALL | 85% |

UPDATE

Tennis Cup is only available on 16 bit, and the ST version should be at your local software emporium soon.



▲ Carlos and Jose psyche each other out on the baseline.

TENNIS CUP

**BY LORICIELS/
US GOLD**

With Wimbledon more than a hole's length away, tennis starved fans can gorge themselves

some Spanish racquet play. Tennis Cup offers both tournament tennis and one-off matches, with enough options to satisfy the most fastidious aficionado of the sport. One or two players can take

part over one, three or five sets against each other or the computer in a doubles match. Four types of court are available (grass, clay, indoors, hard) and computer opponents are set at one of three difficulty levels.

The action is displayed split-screen, the players areas scrolling sideways to accommodate wide shots (selectively this gives two screens' width). There are six different types of service and 30 different kinds of stroke available, depending on where you're standing and the type of shot your opponent has just played. Normal tennis rules apply, and particularly successful players can be saved to disk for later use.

▼ Jose wins the match and the trophy.



ESCAPE

FROM THE FUMET OF THE ROBOT MONSTERS

ESCAPE - FROM THE WORLD OF BORING VIDEO GAMES!

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

"Lots of beautiful girls have been abducted to Planet X by the evil reptilons. And when I say abducted, I mean.... well, yes - exactly! It's a disgrace! And those evil reptilons are downright.... evil! And that's not all - there's more. Where? Inside of course! Good luck men!"

Bzzz. 'crackle'.
hizz. pop: This is
Radio S.M.O.G.
bringing you the
latest update.

"We join our heroes on the surface of Planet X where a rescue mission is in progress. The REPTILONS have enslaved the humans stationed there. They are being forced to create an evil Robot Army destined to DESTROY THE EARTH! Listen out for our next broadcast!"



JACK

"THE FATE OF THE WORLD IS IN YOUR HANDS!"



DUKE

DESTROY THE EVIL REPTILONS

TENGEN

The Name in Coin-Op Conversions

DOMARK

Available on: Atari ST, Amiga, IBM PC 3.5, 5.25, Commodore 64 (cassette, disk), Amstrad (cassette, disk), Spectrum +3, Spectrum 48/128.
Programmed by: Tengen Software Development Ltd. © Atari Games Corporation
Published by: Domark Ltd, Ferry House, 65-67 Lady Road, London SE15 1PR. Tel: 01-766 2226. Atari ST & Amiga conversions by Domark Ltd.

REVIEW

FTC

Spain

erican forces
p been called in to
vent the Khmer
ge from again
aining a savage
stabilizing force in
theast Asia.

Difficulty: 4/5



...to do with both a new
...then look good again. It's
...handle frequencies
...totally defenseless
...star tracking. All

...in ahead of and take out
...sites with. If you
...the, the, will be lifting
...other side. All duck

▲ There are three theatres of war to explore, Vietnam, central Europe and the Middle East, and five saw levels, indicated by the pilot's expression!

▲ Your mission briefing. There is a wide variety of missions, from supply drops and behind-enemy-line rescues, to flying aho gun for B-2 Stealth Bombers. Boy, these new-fangled fliers can sure be a pain in the butt!

▲ Once you've
memories
a key and
runway wh
for takeoff.

Have you the security clearance and the courage to fly the LHX Attack Chopper? There's some dangerous work to be done on the world's battlefields, but medals and promotions are the rewards for the most valiant members of the Air Cavalry...



▲ The Bell/Boeing V-22 Osprey Multi-Mission VTOL Aircraft. Though its housing resembles that of a transport plane, the Osprey has two huge propellers mounted in rotatable pods which let it take off like a helicopter, then fly like an aeroplane. This gives it a sizeable speed advantage over the other machines, and it's great getting used to the unusual handling as the Osprey is perfect for making fast getaways after a supply drop.



▲ The LHX (Light Helicopter) Scout Attack Helicopter. Never seen by taxpayers' eyes, this top secret gunship features state-of-the-art avionics and weapons capabilities. It has no vulnerable tail rotor, and instead a ducted fan counteracts the torque generated by the main rotor. Unfortunately, this one gets in the way of one hasty escape too many and is about to become several million dollars' worth of scrap metal.



...you've seen your aircraft and armed it, you can now see the mission plan. Once you're done hit the target and the war zooms right down onto the mission area where your chopper is ready and waiting to take off.

UPDATE

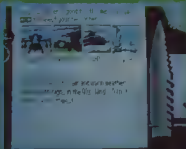
Unfortunately LHX looks like it's going to be a PC-only title for the foreseeable future, but we reckon Electronic Arts would be wise to consider 16 bit conversions.

C+VG HIT!



▲ The bird on the ground is the Sikorsky UH-60A Black Hawk Multi-Role Utility Transport Helicopter. Bigger and slower than the Apache so it's best used in rescue missions, but fully armed, the Black Hawk can still pack a powerful punch when faced with enemy ground forces.

▲ Each helicopter is fitted out with advanced targeting systems to pinpoint the exact position of the enemy and your objective. Here, for example, is a Russian T-72. Better launch a Hellfire before it gets you in its sights!



▲ For most missions you get the choice of all four helos, but the rescue, survive and supply drops require the cargo hoists of the Black Hawk or Osprey.

▲ The McDonnell AH-64 Apache is the most powerful helicopter. Armed with a pair of Sidewinder air-to-air missiles, some Hellfire air-to-ground rockets and a 30mm chain gun, this makes a formidable opponent in all combat situations.

PC
£39.95

Simulations of "make-believe" aircraft are rarely as stimulating as games based on the real thing, but LHX Attack Chopper is the exception to the rule, especially as there are also three proper choppers to take to the skies in! The number of warzones is initially disappointing, but when you see the list of scenarios for each one, everything is put into perspective. Each craft has a distinctive flying feel, which means you need to tailor your strategy each time you play, and even on the easiest level, the enemy are tough nuts to crack, calling for all your skill and nerve if you want to live to fight another mission. Graphically, LHX is nothing short of outstanding. Each helicopter looks exactly as it should, as do the tanks, choppers and jets, and as well as the usual mountains, bridges, roads and bunkers, the ground detail also extends as far as tents and camels in Libya, men with AK-47s in Vietnam and half-timbered houses in Germany! When you choose a rescue mission, the rescuee even waves his arms in the air to attract your attention! Brilliant though it is, this still isn't the best flight sim available (F15 Strike Eagle II holds that accolade) but it's the best helicopter sim EVER. If you've got a PC, put LHX Attack Chopper right at the top of your games shopping list.

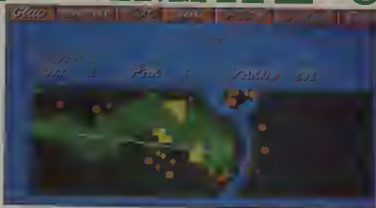
PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 97% |
| SOUND | 90% |
| VALUE | 95% |
| PLAYABILITY | 96% |
| OVERALL | 97% |

REVIEW

ST AMIGA

ULTIMATE GOLF



BY GREMLIN GRAPHICS

Gregory John Norman, one of the golden locks and cute 9 iron, has won 58 major tournaments around the world. Last year he accrued \$835,000, bringing his career total to just over \$3,000,000. He's 6'1", dabbles in snooker and has his name plastered all over Gremlin's answer to Leaderboard.

▲ Plan your strategy on the map of the hole.

Ultimate Golf claims to simulate real holes and courses right down to information about vegetation and yearly weather cycles. An introductory menu screen features four basic game types for 1-4 players, allows you to alter the wind, weather and ball effects and load a saved game. The action is presented in 3D, an info bar reveals all the necessary course details - wind speed, weather condi-

tions, course length, club selected, hole and par numbers, and strokes used.

AMIGA

£24.99

Virtually the same game as the ST. It needs practice, but it's well worth it.

OVERALL 81%

▼ Hone your stroke to perfection here.



UPDATE

No other versions are planned.

ST

£24.99

Ultimate Golf lives up to its title: it's just about the most comprehensive simulation of the sport to date. The easily-accessed menu system allows very subtle alterations to every stroke, and the random wind factor adds an extra edge of judgement and skill. The course viewpoints are very quickly drawn and quite detailed - but dividing the terrain into grid sections gives the game an artificial touch. This isn't the only fault; the caddy (if you use him) has a habit of thinking for too long; and the ball movement, though mostly accurate, occasionally feels awkward, particularly when putting large distances. These are minor drawbacks, though, the game system is unsurpassed in its flexibility - you can change everything from opening the face of the club to the viewpoint - all of which can alter the game significantly. It's not as much fun as Leaderboard, but it's a far more accurate simulation and should appeal to armchair pitch and putt fans looking for something a bit more demanding.

GORDON HOUGHTON

GRAPHICS 79%
SOUND 61%
VALUE 77%
PLAYABILITY 84%

OVERALL 81%

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REVIEW

HOT ROD

▼ The cars rev up on the starting grid.



▼ Yay! You won!



BY ACTIVISION

This is the life. Ripping up the track, slamming pedal to metal with the sharp tang of burning rubber up your nose. What could be better than zooming around a course in your favourite four-wheeler?

Hot Rod has thirty tracks with differing terrains - just when you've got the hang of tarmac you speed onto rough ground. If you think that's easy, there's also ice, rain, snowdrifts, fatal rock slides and slippery sand. And just for good measure there are

UPDATE

ST owners with the need for speed will have to fork out £24.99. Boy racers with a Speccy, Ametrak or C64 face a mere 9.99 (cassette) and 14.99 (disk). All versions are out now.

plenty of mad drivers whizzing about who aren't even in the race!

Those nifty enough to take the lead are rewarded with first pickings of extra petrol and points - and what do points make? Money, in this case. No race game would be complete without cash to buy a collection of crucial car customisations - and Hot Rod obliges with bigger engines, tyres, wings (for increased manoeuvrability), and bumpers.

Win the race and you get lots of extra money and points. Run out of petrol and you've had it.

AMIGA £24.99

Hot Rod is a pretty nifty Super Sprint clone, but lacks the polish to make it a great game. Graphically it's nothing special: the cars are basic and the backdrops don't show much imagination. Sound, too, is limited to monotonous music and some feeble burns. The real problem is the map design: some of the corners are just too tight to avoid, and if you slip behind the leader or bump into an obstacle it's almost inevitable that you'll lose gas catching up. As a single-player game it's a hottop because most of the computer opponents are thick and you end up having to beat just one. The multi-player mode rescues it from obscurity, though - if you've got a four-player adaptor, you get the fun of competing against equals.

GORDON HOUGHTON

| | |
|-------------|-----|
| GRAPHICS | 66% |
| SOUND | 60% |
| VALUE | 63% |
| PLAYABILITY | 70% |
| OVERALL | 70% |

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SONIC BOOM

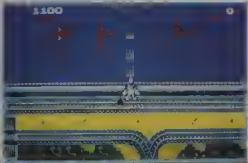
BY ACTIVISION

It's sick bag time again, folks. Time to slip into that cool leather flying jacket, snap on the shades and prove that you and your joystick are masters of the skies. Sonic Boom, the title of the original Sega coin-op, is also the world's most powerful jet fighter - and you crew

the short straw when it came to defending vital military bases from global terrorist attack. Mission instructions are short and sweet, wipe out aerial formations and ground based oil rigs, pick up parachutes for extra fire power and additional outland jets. That's if you can manage to dodge all the bullets and avoid the fireballs the exploding rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge mega target appears - put out all its gun emplacements and you're well on your way to becoming top gun.

▲ Shoot all the red planes for a power up.

ing rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge mega target appears - put out all its gun emplacements and you're well on your way to becoming top gun.



AMIGA £24.99

There are great shoot 'em ups that would tempt you to trade your genny for, and there are shoot 'em ups you wouldn't even swap a purple tank top for. Sonic Boom comes somewhere in the middle. Technically, it's all fairly competent - the scrolling's smooth, the collision detection's accurate, the graphics are adequate - but what's really missing is some seriously sizzling gameplay. Fast-paced action, innovative weapon improvements and devious alien formations. Sonic Boom just hasn't got. Inevitably, it's just a plain, old-fashioned and mostly unoriginal blaster which churns out wave after wave of well-defined enemies but still lacks the pizzazz that would lift it head and shoulders above the crowd. Weedy bullets, irritatingly droning sound and unspectacular graphics amount to more of a sonic poop than a boom.

GORDON HOUGHTON



◀ Level one's carrier is no more!

UPDATE

ST (24.99) and 8-bit (9.99, 14.99) versions should be coming out round about now. The gameplay is essentially the same, though on 8 bit there won't be a two-player option.

| | |
|-------------|-----|
| GRAPHICS | 62% |
| SOUND | 59% |
| VALUE | 46% |
| PLAYABILITY | 50% |
| OVERALL | 53% |



THE COLOSSUS

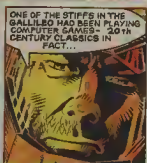


KISS IT
GOODBYE,
CHIMP...



RECKON EVERYTHING
ELSE WE'VE DEALT WITH
HAS BEEN ROBOTIC
TOO?

DON'T MATTER -
THE BIG ONE IS WHY
THEY'RE ALL EARTH MONSTERS
FROM THE LAST CENTURY...

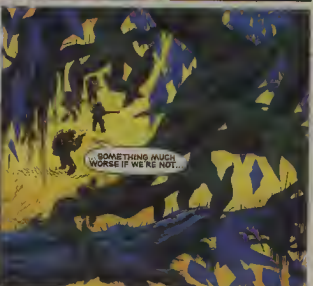


ONE OF THE STIFFS IN THE
GALLILEO HAD BEEN PLAYING
COMPUTER GAMES - 20TH
CENTURY CLASSICS IN
FACT...



IF THAT'S THE
CONNECTION, WHAT
NEXT? MISTER STAY
PUTT THE MARSH
MALLOW MAN?

IF WE'RE
LUCKY...



SOMETHING MUCH
WORSE IF WE'RE NOT...



CONTINUED...NEXT MONTH!



▲ You need a helmet on the building site.



▲ Good skaters always bring their life jackets.

SKIDZ

BY GREMLIN

Richard Branson has a lot to answer for. In this game you play a devotee of his urban clean-up campaign, but just to be different you've decided to go about your litter-collecting spree on wheels. Regated in psychedelic raving gear, choose either a skateboard or a bike (there's not an awful lot of difference as far as gameplay goes) and head off to clean up town.

The highways are strewn

▼ Wonder if they've got an Out Run in there.

with bits of paper and bottles, and you have a limited amount of time to ride from west to east, collecting up at least 75% of the litter and dumping it in dustbins.

Accompanying the rubbish on the roads are some more environmentally-friendly objects which aid your mission. Clocks give you extra time, fruit boosts your energy level, tools fix any damage you may have incurred by crashing or riding over broken bottles, and coins let you buy

extra equipment (helmets, puncture repair kits, water bottles etc) in the shop which appears between levels.

Certain pick-ups are slashed in such awkward positions that you'll need to use all your trick cycling/skating skills to leap over obstacles. Score bonus points while you're in the air by performing wacky stunts, but get it wrong and you could come a cropper and lose energy.

If you get bored of the rubbish collection, you can enter a race around the local skate park. It's jam-packed with obstacles, though, so you must master jumping techniques just to stand a chance of winning the practice race!

UPDATE

Apologies to bit owners, this one's ST and Amiga only, at least for the foreseeable future.



AMIGA
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...circuit gameplay seems to be a hallmark of Gremlin's Rick Dangerous, Pussycat, Switchblade, Action Fighter, etc) and while Skidz is one of their earlier productions, it's still quite tough to play. The major difficulty is down to the controls. Steering is fine but you have to press a continuously to keep your speed up, and once at top speed a further press makes you stop, so if you don't keep a constant eye on the speed at the bottom of the screen you are liable to bump when you're taking a wall or riding straight into a tyre when you wanted to leap over it. Coping with these demands heaps of frustration and practice but once you've got into the rhythm of pedalling/kicking, the game is pretty good fun. The graphics are excellent on the Amiga (the game uses a full-screen display), and the soundtrack is a decent groove with plenty of sampled sound. If you're a skater or a mountain biker, give Skidz a whirl.

PAUL GLANCEY

GRAPHICS 84%
SOUND 81%
VALUE 80%
PLAYABILITY 80%

OVERALL 80%

ST
£19.99

Gameplaywise, the ST version of Skidz is the same as the Amiga version, the only differences being in the graphics (no overscan scrolling) and the sound (no samples in the music). Still good fun though, especially if skating or cycling is your bag.

OVERALL 78%

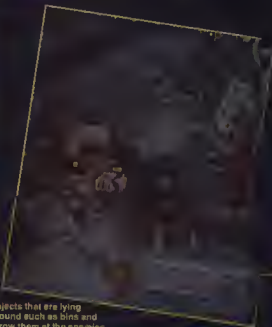
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C+VG
ARCADE
ACTION



CRUDE BUSTERS



The weirdly-named *Crude Busters* is one of the best beat 'em ups I've seen in years.

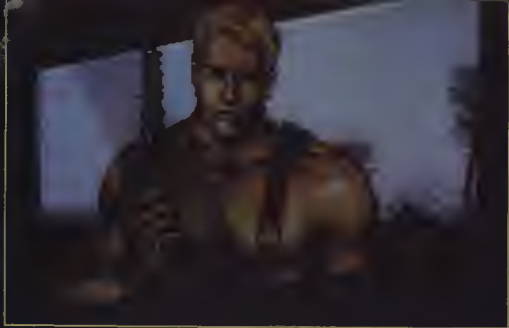
The graphics are completely superb - the big 'n' beefy hero trogs through the graffiti-sprayed ruins of a city and fights all manner of equally muscle-bound baddies. Combat is brilliant - not only are there a wide variety of moves available like kicks and punches, but you can also pick up any

objects that are lying around such as bins and throw them at the enemies. Best of all, if you get into the right position, you can even pick up a baddie and use him as a weapon by throwing him at his mates!

Crude Busters is excellent - get down the arcade and play it as soon as you can. And make sure you have lots of change when you do!

JULIAN RIGNALL

| | |
|-------------|-----|
| GRAPHICS | 95% |
| SOUND | 90% |
| VALUE | 90% |
| PLAYABILITY | 96% |
| OVERALL | 95% |



Very much in the Ikari Warriors'Calibre 50 mould is Mercs, a shoot 'em up which casts one, two or three players as soldiers of fortune on a long vertically scrolling mission to decimate a vast enemy force.

Each fighter has an energy bar which gets worn down as he gets hit - but fortunately each can give as good as he gets, with a variety of pick-up weapons, including bazookas, flame throwers and missile launchers!

Mercs is an enjoyable blast 'em up which looks great (the background graphics are gorgeous) and plays brilliantly. If you're an

MERCS

Ikari Warriors fan, grab a handful of ten pence and get blasting - you'll love it!

JULIAN RIGNALL

| | |
|-------------|-----|
| GRAPHICS | 92% |
| SOUND | 90% |
| VALUE | 86% |
| PLAYABILITY | 91% |
| OVERALL | 90% |

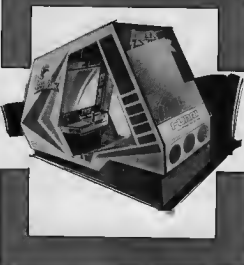


ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, where arcade heroes get to display their record scores. It's you're a top scorer, why not send in your achievements and get them up in lights - and earn yourself instant fame and fortune into the bargain! The address is C-VG ARCADE HIGHSCORES, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

1942
16,220,960 Daniel Ellis (DAN),
Bath, Avon
AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Grantham, Lincs
ARCH RIVALS
98-42 O Nawn (NAV), Morescombe, Lancs
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
ASSAULT
335,650 Martin Osem, Portsmouth
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,250 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
BLASTERBOIS
2,839,740 EGG, Portsmouth
BOMB JACK
45,672,800 Gary Harrod, Poole
CABAL
5,000,760 P Kollas, Greece
CAL 50
475,000 Alex Ware, Sheffield
CHASE RG
19,279,300 Paul Bristol, Erith, Kent
CHEROV
345,700 Martin Dasm, Portsmouth
CRACKDOWN
270,880 Fritz Rewat, Manchester
CRIMEFIGHTERS
225,000 James Allan, London
CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow
GARIUS
4,233,600 Keith Bradley, Blackburn, Lancs
DEMON WORLD
1,501,600 Martin Dasm, Portsmouth
DOUBLE ORAGON
1,010,750 Duncan McNally, Bolton, Gtr Manchester
DOUBLE DRAGON II
691,000 David McCartney, Falkirk, Scotland
DRAGON BREEO
1,117,800 Chris Eldred (ELF), Grantham, Lincs
ORAGON SPIRIT
994,370 Jamie Morse (JIM), Weston-Super-Mare
ONYXITE DUKE
1,697,700 David McCartney, Falkirk, Scotland
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
FINAL BLOW
1,364,220 Peter Amor, Clevedon, Avon
FINAL ROURO
11,945,000 Tim Walker, Brighton
FLYING SHARK
3,295,300 David McCartney, Falkirk, Scotland
FORGOTTEN WORLDS
7,818,770 David McCartney, Falkirk, Scotland
GALAGA 88
1,676,070 Chris Ford (CAF), Lancing W Sussex
GALXY FORCE
2,253,070 Tony Schratl, Reading, Berks

GANG WARS
150,500 Hag Nawaz, Birmingham
GEMHI WINGS
1,108,640 Martin Dasm, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lannok, N Ireland
GOULDS 'N' GHOSTS
106,300 Steve Milne, Bournemouth, Dorset
GOLDEN AXE
285-0 Carl Wakefield (CAW), Morescombe, Lancs
P-47
49,656,320 Martin Osem (MJD), Portsmouth



HAUNTED CASTLE
369,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CRASE
270,540 Alex Ware (AWW), Sheffield
IKARI WARRIORS
1,412,300 Grahame Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Slartha, Cleveland
KLAX
990,600 Julian Rignall (JAZ), C-VG
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
LIVE OF FIRE
1,875,100 Grahame Ellis (GRA), Writtle
MAIN EVENT
5,485,800 Tim Walker, Brighton
MONIGHT RESISTANCE
1,569,100 P Hicks, Cleethorpes, S Humberside

MARC
5,990,100 Thomas Matthews (TMC) Eastbourne, E Sussex
MEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
NEW ZEALAND STORY
3,500,000 Martin Dasm, Portsmouth
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
1,000,650 Ryan Humphries, Durr, Wakefield
OPERATION WOLF
5,340,100 P Kollas, Greece
OROYNE
471,640 Alex Ware, Sheffield
OUTRIN
56,024,110 Peter Amor, Clevedon, Avon
OUTRIN TURBO
22,690,020 Anthony Shilton (BUZ), Tipton, Essex
PACLAND
4,536,910 Martin Osem, Portsmouth
PANG
1,068,300 Paul Bristol, Erith, Kent
POW
243,880 Anthony Wilson (ACE),

SAINT ORAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SECRET AGENT
675,300 Adam Davidson, Manchester
SHADOW WARRIORS
203,900 Gary Harrod, Poole
SHINOBI
685,400 Andrew Rose (ROZ), Wakefield, W Yorks
SIDE ARMS
1,846,600 Graham Shaw, Loughton, Essex
SILKWORM
9,836,600 Jason Oodit, Ashbourne, Derbyshire
SKY ADVENTURES
8,111 Panayota Kollas, Greece
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth
SPLATTERHOUSE
4,500,500 Daniel Ellis (DAN), Bath, Avon
STRIDER
392,220 Anthony Wilson (ACE), Southend, S Humberside
STUN RUNNER
1,019,100 Julian Rignall, C-VG
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG 29,674,670 Martin Osem, Portsmouth
TODIN
JUN 38 811,000 Martin Osem, Portsmouth
EXP. 51,000,000 Martin Osem, Portsmouth
SEN. 24,000,220 Martin Osem, Portsmouth
SUPER MONACO GP
4,372 Chester Borkman, Finland
SUPERMAN
5,261,700 Graham Shaw (WIL), Loughton, Essex
TEENAGE MUTANT NINJA TURTLES
4,852 Dean Nawn (NAV), Morescombe, Lancs
TERRA FORCE
999,900 Panayota Kollas, Greece
TETRIS
106,320 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Fritz Rewat, Manchester
THUNDERBOSS
30,433,020 Scott Redshaw (REO), Sheffield, Yorks
TOOBIN
15,758,164 Alex Ware, Sheffield
TRUXTON
2,005,280 Mitch J Slater (SUN), Croydon
TWIN COBRA
3,440,247 P Kollas, Greece
UN SQUADRON
1,333,810 Gary Harrod, Poole
VINDICATORS
1,467,400 Hwo Li Lam (ORY), Leicester
VIOLENCE FIGHT
12,082,180 Neil Randall, Walsend, Tyne & Wear
VULCAN VENTURE
945,650 Colin McWhirter, Ballymena, N Ireland
WARLOCK
17,635,450 Richard Payne, Olbury
WONDERBOY III
746,520 Panayota Kollas, Greece
WORLD CUP SOCCER
VS BRAZIL 3-1 Ryan Humphries, Durr, Wakefield
VS ARGENTINA 2-0 Ryan Humphries, Durr, Wakefield
VS FRANCE 1-2 Ryan Humphries, Durr, Wakefield
WILLOW
1,430,800 Gary Harrod, Poole
WONDER RUK
2,060,000 Julian Rignall, Southend
X-MULTIPLY
94,085 Alex Ware (AWW), Sheffield

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MEAN MACHINES

▼ The bulletin from Nancy at HQ



▼ Avoid the barriers or you'll lose speed!



CHASE

▼ The chase begins

I here at
HQ, we're
The
group
the
cars

after them your well...
ack Po... d... h
s off the road... hey
he same... h... l...
... in place
... k... l... at
... slip w... e
... on... l... y
... ext... s... ad

▼ Time to slap the cuffs on the Countach driver!



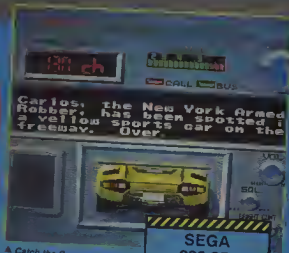
▼ Ha! That stopped him!



CHASE HQ

Why? Well, the game is a real head banger. It's a high speed chase game. You're in a car, and you're being chased by a yellow sports car. You have to catch it. The game is a real head banger. It's a high speed chase game. You're in a car, and you're being chased by a yellow sports car. You have to catch it.

It's a high speed chase game. You're in a car, and you're being chased by a yellow sports car. You have to catch it. The game is a real head banger. It's a high speed chase game. You're in a car, and you're being chased by a yellow sports car. You have to catch it.



▲ Catch the Countach in mission two.

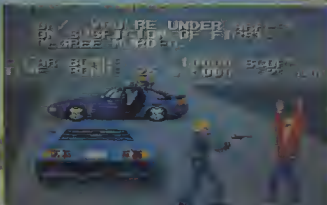
▼ One more bump should do it!

SEGA
£29.95

First impressions of Chase HQ aren't very good. The title screen and introductory sequence look great, but aren't matched by the in-game graphics - the main car sprite is a bit squashed and there are hardly any roadside obstacles. However, once you start playing, the negative feeling goes out of the window - the fast and addictive action of the game itself more than makes up for the graphical deficiencies. The initial burn up the highway to catch up with the villain is tricky enough, but once he's in your sights the action really heats up and you have to drive like a loony if you're going to smash him off the road! And it's very satisfying when you do. If you're a fan of the coin-op, or just want to experience the fastest and most enjoyable road rippin' action yet seen on the Sega, chase after this and grab it before it escapes.

JULIAN RIGNALL

| | |
|-------------|-----|
| GRAPHICS | 81% |
| SOUND | 41% |
| VALUE | 82% |
| PLAYABILITY | 87% |
| OVERALL | 83% |



SEGA

MEAW MACHINES

Calling all heroes! The world has been hijacked and flown to the Middle East and the passengers are being held hostage. We need one crack soldier to infiltrate the enemy, involved, fight his way to the plane, kill the hijackers and fly it to freedom. Can you do it? Well, grab your light gun and let's see.

The action is split into six different horizontally scrolling levels, starting from a prison camp. Enemy soldiers, armoured cars and helicopters pop up from all angles, and you've got to blast them with carefully aimed shots before they fire back - if they do your

energy bar is worn down towards a fatal zero.

Go through the prison camp and you move onto the village, then the communica-

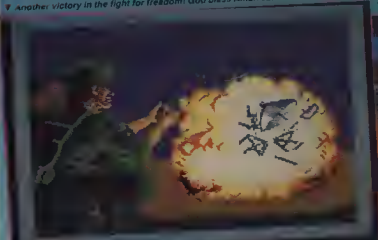
tion centre, jungle, arms dump and finally the airport, where all hell breaks loose and the enemy throw everything and everybody at you in

this final confrontation. Succeed and you fly the plane home to a hero's welcome. Fail and you'll be sent home in a wooden box.

OPERATION

▲ RAAGH! Roy Adams comes to a sticky end!

▼ Another victory in the fight for freedom! God bless Ameri cel!



▼ Better shoot that grenade and grenade that shoot!



SUCCEEDED IN DEMOLISHING THE COMMUNICATION CENTER AND CUT OFF THE ENEMY FROM RESCUE.

RE 0000250

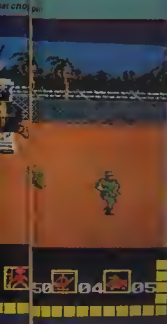
13 14

DAMAGE



▲ Roy dresses for the occasion.

WOLF



C+VG HIT!

SEGA
£29.95

I'm one of the many Sega owners who own a light gun, and must admit to being pretty disappointed at the amount of games available for it. Or rather, the lack of them. However, Operation Wolf goes a long way to redeeming that deficiency - it's by far the best light gun game I've ever seen! In fact I'd go so far to say that it's almost worth buying a light gun for! It's a tense game which requires very sharp reflexes to survive as you blast your way through an entire enemy army. These guys chuck everything at you - armoured cars, helicopters, snipers, gunboats, paratroopers... If there's one game that'll leave your trigger finger quivering with exhaustion it's this! Arcade tenetice will be pleased to note that the graphics are very similar to the coin-op, with smooth scrolling backdrops and all the little cut scenes from the original. Operation Wolf is a brilliant game - if you've got a light gun, put on your combat gear and go on a mission to liberate a copy from your local Sega shop!

JULIAN RIGNALL

GRAPHICS 89%
SOUND 67%
VALUE 89%
PLAYABILITY 92%

OVERALL 90%

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► NINTENDO

MEAN MACHINES

BAT

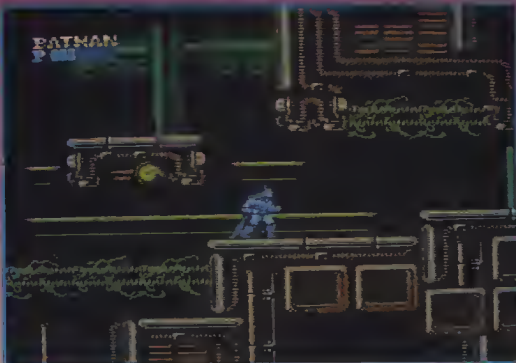
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▲ The Batmobile screeches to a halt. Get ready for action!

▼ Watch out for that electric field!



BATMAN

C+VG

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BATMAN
P. CHRONICLE

HEAT R E

Phew! Extra energy - that'll come in handy!

BATMAN
P. CHRONICLE

As movie conversions go, *Batman* is a bit of a let-down, as it doesn't adhere to the plot of the film in many ways. As scrolling shoot and beat 'em ups go however, what we have here is one of the best, most playable and addictive games of the genre to hit the Nintendo for quite some time. On screen presentation is generally very atmospheric, using dark, forbidding backdrops to portray the depressing city of Gotham, and just wait until you see the main sprite himself - has a walking, jumping, pistol-packing masterclass of graphic design, I kid you not! Other notable aesthetic additions include the very attractive intro sequence which sets the scene with a background storyline backed by a scrolling view of Gotham, and the cut scenes of the Batmobile zooming to the next stage of the game. The sound effects and various ditties are also worthy of praise, as they add heaps of atmosphere to the game. But what really makes *Batman* the great piece of software it is must be the fast, action-packed blast-the-baddies gameplay, which never lets up and always keeps you enthralled.

PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 94% |
| SOUND | 83% |
| VALUE | 89% |
| PLAYABILITY | 91% |

OVERALL 92%

► MEGADRIVE

MEAW MACHINES



▲ Refueling time!



▲ Prepare for take off.

AFTERBURNER

BY SEGA

Roaring in from over the horizon comes Afterburner, Sega's own conversion of their smash hit hydraulic air combat coin op.

The scene is set with

things looking grim for your air force. It only has three fighter aircraft left and an entire enemy air fleet is flying over the horizon. Guess who's got to save the day? Yeah... you.

The fighter is equipped with an infinite supply of bullets,

and a limited amount of homing missiles which are best fired when your computer targeting system locks onto an enemy aircraft. If a missile is fired when no target is available, it's wasted.

The object is simply to take out as many planes as

possible... obviously they're not sitting ducks, and fire missiles back at you. Dodge them by nifty flying, or try rolling the plane out of the way, but don't get hit. Collide with a missile and you lose a plane; lose all three and it's game over.

▼ Look



▼ The canyon run. Hit the tents for bonus points.



▲ A cruise missile gives chase.

MEGADRIVE

£40.00



▲ Uh oh! The F-15 is about to stop a missile!



To be perfectly honest I'm not a great fan of the coin-op. The hydraulic version gives you a pretty good ride, but the trouble is that its massive joystick is so sluggish that when you react to a situation, the plane moves a half a second later - usually half a second too late. However, that criticism doesn't apply with this conversion since control is with the Joypad, and response is instantaneous. So the controls are alright, but what about the game itself? Well, it's marvellous - damn near arcade perfect. Enemy planes and missiles zoom in at supersonic speeds - the 3D is easily the latest and smoothest I've ever seen in a game of this type. In fact it all seems too fast at first, and games tend to end quickly with you thinking 'what the @#\$ hit me!' But although it's a very tough game (and I do mean VERY tough), practice makes perfect, and once you get used to the sheer speed of the action, you start dodging and weaving missiles, ducking and diving hails of lead and blasting squadrons of planes out of the sky! Brilliant! If you want to get a game not only to show your mates how completely amazing your Megadrive is (not only are the graphics superb, but the hard rock soundtrack and sampled coin-op effects are the best I've heard on the Megadrive) but also want to play one of the hottest, most addictive and definitely the most impressive coin-op conversions yet seen, get this

JULIAN RIGNALL

| | |
|-------------|-----|
| GRAPHICS | 95% |
| SOUND | 97% |
| VALUE | 90% |
| PLAYABILITY | 96% |
| OVERALL | 95% |

► MEGADRIIVE

MEAN MACHINES

AIR DIVER

The world of the future is a war-torn place. Battles erupt at even the most minuscule provocation and, with the technology available, things can and do get pretty hairy out there. So it's a good job that you, brave pilot, have

just got your hands on the latest fighter plane available - the F-119.

It's the most potent killing machine ever produced, stacked with a plethora of weapons and guidance systems. Mind you, it's okay having a classy craft, but with the amount of enemies which you have to deal with, and the number of countries in need of your assistance (nine in all, from Australia to North America) you're going to need all your wits, skill and sheer determination if you fancy your chances at tackling the instigator of all this global violence! Good luck, and may God (and a nifty trigger finger) go with you.

▼ Splash one bogey! (ugh - disgusting!)



▲ End of level one - time to refuel.

MEGADRIIVE £32.95

We saw the screenshots for this Afterburner derivative a couple of months ago, and were amazed. We read the blurb which came with the pics and were astounded. Now we've got the finished article and we're pretty cheesed off actually, because Air Diver isn't nearly as good as it's been made out to be. The problem doesn't lie with the graphics - no, they're very good indeed, with large, metallic enemy sprites and a great cockpit display. The trouble with Air Diver is the fact that everything moves fast, far too quickly! It's very difficult to follow what's going on, making for frustrating and ultimately dull gameplay, as it's a real chore to get through even the early levels. And later on things just get virtually impossible, making it very frustrating and not enjoyable at all. One of the few Megadrive games to avoid, unfortunately. Afterburner blasts it out of the sky.

PAUL RAND

| | |
|-------------|-----|
| GRAPHICS | 89% |
| SOUND | 80% |
| VALUE | 54% |
| PLAYABILITY | 51% |
| OVERALL | 56% |



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PC ENGINE

MEAN MACHINES

▼ BANZAI! Prepare to split some skulls!



TIGER ROAD

BY VICTOR MUSICAL INDUSTRIES

Being the baldest man in town in the Ancient East is no fun, and whenever the local gang of ninjas turn up for a fight everyone expects you to be Yul Brynner and fight them off. Having beaten them off after a particularly

nasty raid, you've chased them back to their hideout on Tiger Road, and now you've got to get inside and see the whole lot of them off for good.

You start outside the base armed with a large axe, and once you've beaten the sentries, you can progress inside where you come face to face with spear-throwers, nasty bats, leaping axe men, Oriental ogres, Samurai and all

sorts of supernatural achievements.

Luckily, the place is full of boxes which, when smashed open, reveal one of three different weapons - the axe, a mace and a pointy stick - or a POW power up which extends the range of your weapon. There are also bonus points to be earned by collecting scriptures and sacred documents.



▲ Watch out for that spear!

PC ENGINE
£34.99

I don't recall Tiger Road being a big hit, either in the arcade or on home computers, and this PC Engine version is unlikely to take its reputation any further. The graphics are fine and the music is okay, but the gameplay is just annoyingly difficult. The first level I can cope with without any problems at all, but from then on the computer gives itself all sorts of unfair advantages. In the second section, enemies off-screen hurl javelins at you from nowhere, then in the next bit you have to fly your beldy through very tight spiky gaps while guns in the walls shoot streams of fireballs at you. The fourth section is the most frustrating as it is played on a set of platforms suspended over a spiky floor. Each jump between platforms is a test of luck because vicious bats can appear out of thin air, knocking you on to the spikes. There's just nothing you can do to avoid them. Add suspect collision detection to these flaws and you have the sort of game that makes you want to take a flame thrower to the cartridge and incinerate it.

PAUL GLANCEY

| | |
|-------------|-----|
| GRAPHICS | 77% |
| SOUND | 70% |
| VALUE | 35% |
| PLAYABILITY | 39% |

OVERALL 40%

PREVIEW

FLIGHT OF THE IN- TRUDER

SPECTRUM HOLOBYTE

This is the sequel to Spectrum Holobyte's original blockbuster flight sim, Falcon. The game is set in 1970s Vietnam during the US forces' Linebacker campaign and lets you fly one of two period war-



planes, either an A6 Intruder or an F4 Phantom, or take the mission controller's post, work out your plan of attack and direct planes on the field of combat. The other feature that sets Intruder apart from most other flight sims is that you can interact with

other US fighters already on the battlefield, so you can join in dogfights between US and North Vietnamese planes and save the good guys from getting a bullet up the bot.
RELEASE: ST AMIGA PC, SPRING
PRICES: £29.95

WONDER- LAND MAGNETIC SCROLLS/VIR- GIN

The product of Magnetic Scrolls' recently aligned deal with Virgin is to be a graphic adventure following the plot of Lewis Carroll's Alice in Won-



SCAVENGER

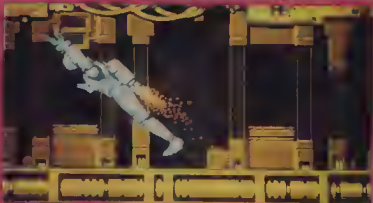


HEWSON

From John Phillips, the man who brought you Nebula and Eliminator, comes this time-travel-

ling shoot 'em up starring the eponymous Scavenger who has been shot back into the distant past and now

has to navigate his way back through the chronostreams to his starting point. The only way he can do this is to collect artifacts from each time zone, but not surprisingly these are guarded by the local uglies, and the only language they understand is some kind of misliss through the brain. Is it good? We dunno, but cast your eyes over this early screenshot and admire the pretty graphics.
RELEASE: ST AMIGA
LATE JULY OR
EARLY AUGUST
PRICE: TBA



ROTOX US GOLD

Bill of weirdo, this one Mr Rotox has just been transformed into a cyborg soldier and to test his combat prowess his superiors have dumped him on a battle platform in deep space with orders to blast his way off it. The screen gives a scrolling overhead view of the platform's ten levels, each with nine sub-platforms designed around a particular

derland, which, according to MS MD, Anita Sinclair, will revive and revolutionise computer adventure games. The game does without keyboard input, being entirely mouse and menu controlled. To examine an object you can just click on it in one of the 100+ full screen pictures, some of which are animated. The command interface can be redefined to the nth degree, and the program takes care of the normally tedious jobs of mapping and getting help. We should be getting our hands on a copy of the game in May, so you'll more than likely see a review in the very next issue of C+VG. **RELEASE: ST AMIGA PC EARLY JUNE**
PRICE: TBA

FUTURE BASKETBALL HEWSON

You've probably noticed there are quite a few basketball games around these days, and Hewson are soon to release this futuristic variation on the theme which changes basketball from a non-contact sport into a game of thumping the man with the ball, then booting all his mates out of the way. Yep, fouling and weepers spice up



the gameplay in Future Basketball and further to that, there is a six-skill level management system, a league of two divisions and, of course, the

essential two player mode. Sounds like our sort of game! **RELEASE: ST AMIGA JUNE**
PRICE: BOTH £19.99



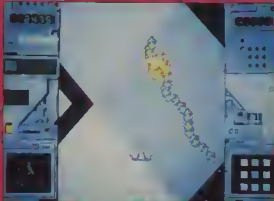
WINGS CINEMAWARE

I say! Hello Ginger! Time to get up the blue end

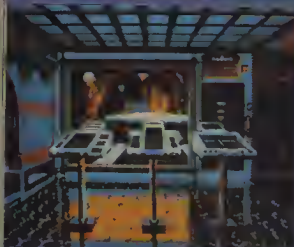
and bag some of those bally cabbage-crunching hun, what? Mirrosoft are about to release this elmply rrrripping aeo-

game, based on the jolly lerkie of our belly WW1 flying eeee and those cede in the bally Red Beron's flying circus. The action is a mix of whizzo 3D dog-fighting and soocoo, bird's eye-view, scroolby bombing miselone. The bally C+VG chaps played a demo while they were on a recent recce mission and did they like it? Phew, re-ther! **RELEASE: AMIGA JUNE, ST PC SEPTEMBER**
PRICE: TBA (PROBABLY £29.99)

theme. You have to get from subplatform to subplatform torching the test drone with a selection of extra weepers as you go. It promises an unusual blend of computer entertainment, and programmers Creative Materials have created a technique called Rotocape, which rotates the whole screen around the player. Review on the way. **RELEASE: ST AMIGA, END OF JUNE**
PRICE: TBA



PREVIEW



DUSTER IMAGE WORKS

Realtime a (3D Starstrike, Carrier Command, Battle Command) latest is set on the agricultural world, Heaven, in 3800 AD. The planet's close proximity to the sun means its indigenous insect population is constantly mutating, and the mutants are devastating crops across the globe. Your job is to fix the mutants, but good, by

coming up with a suitable pesticide then flying over the planet dusting (hence the name you didn't think it was about pollinating the china horses on the fire place did you?) the crops. A bit of role-playing and a lot of 3D vector graphic blasting is what it all boils down to, and Realtime are never ones to disappoint in that department. **RELEASE: AMIGA, ST, PC JUNE**

TV SPORTS BASE- BALL

CINEMAWARE

Yas indeedy, Baseball follows American Football and Basketball as the next Cinemaware sport. As with the other two games, TV Sports Baseball lets one or two players control the tactics and the action of their choice of US teams. The graphics, as

you can hopefully see from the screenshot, are pretty mervy, and it'd be no surprise if the gameplay was of a similarly high standard.

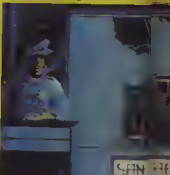


KILLING CLOUD

MIRRORSOFT

Vektor Grefix, the programmers of Bombar, are behind this game, which is a bit of a departure from their previous flight aim games. You play a futuristic crime fighter on the trail of the Black Angels, a gang who have released a cloud of poisoned gas into the air over San Francisco. There are fast cars to be driven, fast jets to be flown and

some moderately-paced clue-finding to be done before you can bring the villains to justice. Sounds exciting doesn't it?



PREVIEW

KICK OFF 2

ANCO

The follow-up to what is surely the best computer football game yet seen (on 16 bit - the 8 bit versions smell of poo). This new 'n' improved version features a referee (who even runs over and books you for dirty play), proper wails for free kicks, the ability to find the ball, selectable strips and a host of new gameplay tweaks. Could this be the footy game to end all footy games?

• We're leaping up and down in anticipation and will give you a full match report as soon as we get hold of a finished copy.

RELEASE: SPEC, MS, C64, ST, AMIGA, PC JUNE
PRICES: TBA

RELEASE: AMIGA
LATE THIS YEAR, ST
PC LATER
PRICES: TBA (£29.99
IS THE CINEMAWARE
STANDARD)

It? We certainly think so.
RELEASE: AMIGA ST
PC SUMMER
PRICE: TBA



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BATMAN

is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city...

BATMAN

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THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

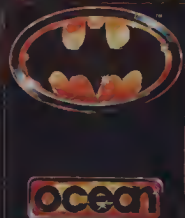
Take the wheel of your turbo-charged Batmobile as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

TURBO BOOST!

Need to catch up in a hurry? Wick just one press of your Turbo button will leave your eyes in the back of your head!

BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels—if you can hold the line! The law life can run, but they can't hide.



T.M. & © 1989

"a superb game, and captures the atmosphere and excitement of the movie perfectly...the most effective sprite-based 3D gamery I've seen...definitely the best film tie-in yet—make sure you don't miss the game."



FIGHT IT YOURSELF



TWICE THE ACTION THE FUN THE CHALLENGE

ROY ADAM IS BACK!

The Hijack report came from a DC10 leaving Paris for Boston - Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands.

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES

Operation Thunderbolt the Incredible Taito coin-op conversion brought NOW to your home computer.



SIX INSPIRED

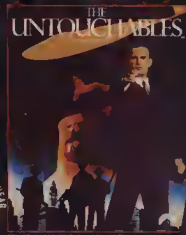
action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling rescuement of a

ROOFTOP DUEL

as you re-live the knife-edge existence of Ness in his struggle against the retribution of Capone!



"a fine example of how to do the job properly... a cracking conversion... easily one of the most successful licences to date" Sinclair User

**NOW FOR YOUR
SPECTRUM ATARI ST
AMSTRAD AMIGA
COMMODORE**



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E-Motion



An amazing game that no self-respecting gamer should be without!
Paul Reed



E-motion is a work of genius—simple, unbelieveable!
Gary Peck

Take it easy, E-MOTION is here to entertain not enrage, to expand your mind, not to explode it. E-MOTION (E is for Einstein) takes you to a world outside the stress and tension of the 1990's, a New Age. Here you can play to win or simply to enjoy the ever changing kaleidoscope of multi-coloured puzzles and infinite patterns E-MOTION is for everyone who likes to win, but also wants to see the 21st Century!

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SPECTRUM 48 128K
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ATARI ST
AMIGA
IBM PC
+100% COMPATIBLE

THE GAME THAT DOES FOR COMPUTERS
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U.S. GOLD